

OGRE G.E.V.®

TWO CLASSIC GAMES OF FUTURE TANK WARFARE

BY STEVE JACKSON



STEVE JACKSON GAMES

OGRE[®]

Tactical Ground Combat in the 21st Century

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Fourth Edition

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PREFACE

Technology governs strategy. The tank-type vehicle, considered obsolete by the end of the 20th century, ruled the battlefield of the 21st.

Several factors led to the reappearance of mechanized warfare. The first, of course, was the development of biphasic carbide armor. Stronger than any steel, it was also so light that even an air-cushion vehicle could carry several centimeters of protection. The equivalent of a ton of TNT was needed to breach even this much BPC armor — which meant that, in practice, nothing less than a tactical nuclear device was likely to be effective.

Infantry, which had for a time eclipsed the tank, declined in importance. Although an infantryman could carry and direct a tactical nuclear missile, he had to be extensively (and expensively) protected to survive the nuclear battlefield. Thus, the “powered suit” was developed. Four cm of

BPC, jet-equipped, it could guard a man for about a week (in increasing discomfort) from shrapnel, background radiation and bio-chem agents. However, the cost of equipping infantry reduced their value. They were still more flexible and maneuverable than armor, and now they were almost as fast — but they were no longer cheaper.

Long-range nuclear missiles, which had been expected to make a mockery of “conventional” operations, likewise declined in value as jamming technology and laser countermeasures improved. Without satellite guidance, no missile could hit a less-than-city-sized target at more than 30 km — and no combatant could keep a spy satellite operational for over an hour. Missiles big enough to carry jam-proof guidance systems were sitting ducks for the big laser batteries — for, although lasers had proved too temperamental and fragile for battlefield

Notes on the Combined Edition of *Ogre*/*G.E.V.*

This edition of *Ogre* and *G.E.V.* combines both games in one box, and both sets of rules in one book. Rather than rewrite the rules into one volume, we have chosen to leave them in their original forms. If you are familiar with the games, you’ll find the same rules you’ve been familiar with for years.

If these games are new to you, welcome to the 21st century . . . *Ogre* is the game to learn first. It’s very easy to pick up. There are fewer rules and fewer types of units.

The rules in *G.E.V.* are an expansion of those in *Ogre*, with one important difference . . . the rules for the Ogres themselves have been omitted. The basic scenarios for *G.E.V.* use only armor units and infantry — there are no Ogres. However, there are several variant scenarios that add Ogres.

The *G.E.V.* rules also include the stats for two other types of Ogre: the Mark IV and (new for this edition) the Mark II. Either of these can be used to design variant scenarios. The Mark IV is, overall, worth about the same as a Mark V, but it is better for quick strikes and worse in a slugging match. (Try it in the advanced scenario from *Ogre* — its tactics must be entirely different.) The Mark II is worth from 60% to 75% of a Mark III, depending on the mission.

Game Components

Rulebook. If you flip this book over, you’ll find the rules for *G.E.V.* The center four pages are designed to be removed. You may photocopy the Ogre record sheets for your own use.

Counters. The black counters represent the Combine; the white units are Paneuropean. The red-on-white and white-on-red counters may be used to make it easier to tell units apart in a multi-Ogre scenario. Or they can represent rogue Ogres in games set in the 22nd century, after the breakup of the two superpowers.

Maps. Both maps are printed on a single sheet; cut them apart before play. We suggest that you tape the maps down before play; we’ve provided extra-wide margins to make it easy.

use, they were fine as permanent AA units. defending rear areas.

Thus, the tank-type vehicle — fast, heavily armed and armored, able to break through enemy positions and exploit disorganization — returned to wide use. And, once again, planners fretted over priorities. More guns? More armor? More speed? Increase one, and lose on the others? Increase all, and build fewer units?

Some interesting compromises appeared. The 21st-century infantryman, especially with the later “heavy powered suit,” was a tank in his own right, at least by 20th-century standards. The armed hovercraft or ground effect vehicle (GEV), equipped with multileaf spring skirts for broken ground, could make 120 km/hr on any decent terrain, and 150 on desert or water. Conventional tanks were slower but tougher. All fired tactical nuclear shells.

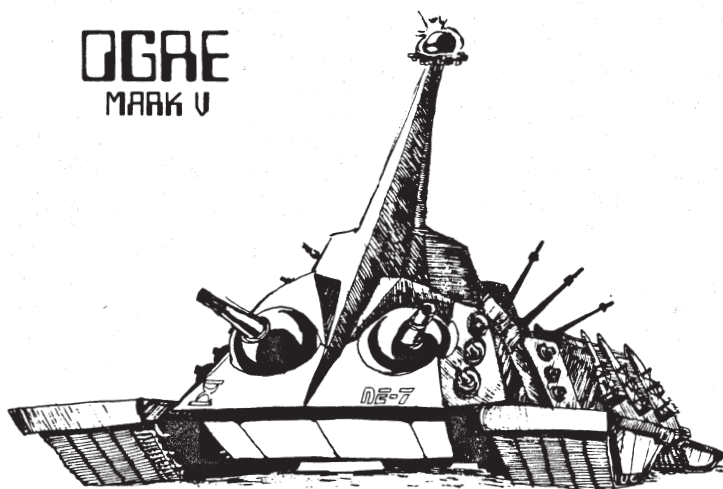
The ultimate development of the tank-type weapon, though, was the cybernetic attack vehicle. The original tanks had terrorized unsophisticated infantry. The cyber-tanks terrorized *everyone*, and with good reason. They were bigger (up to 50 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 50 kph or better) and more heavily armed (some had firepower equal to

an armor *company*). And two to three *meters* of BPC armor made them nearly unstoppable. What made the cybertank horrifying, though, was its literal inhumanity. No crew was carried; each unit was wholly computer-controlled. Although true mechanical intelligence had existed as early as 2010, and fully autonomous factories and military installations were in wide use by the middle of the century, the cybertanks were the earliest independent mobile units — the first true “robots.”

Once the first cybertanks had proved their worth, development was rapid. The great war machines aroused a terrified sort of fascination. Human warriors devoutly hoped never to confront them, and preferred to keep a respectful distance — like several kilometers — even from friendly ones. They were just too *big*.

One fact, more than anything, points up the feeling that developed toward the cybertank. Unlike other war vehicles, they were never called “she.” Friendly units of the speaker’s acquaintance were “he”; others were “it.” And the term “cybertank” was rarely used. People had another name for the big war machines — one drawn from the early Combine units and, before that, from dark myth.

They called them Ogres . . .



1.00 INTRODUCTION

1.01 General. In its basic version, *Ogre* is a two-player game representing an attack by a cybernetic fighting unit — the *Ogre* — on a strategic command post guarded by an armor battalion. Other scenarios may involve more than two players, and/or several *Ogres*. Playing time is between 30 minutes and 1 hour for the basic game.

1.02 Setup. Before playing *Ogre* for the first time, read the rules over once quickly to get the “feel” of the game. Then set up the map and counters for the basic scenario (below) and go over the rules again. By reference to the rules, the map, and the counters, you should be able to resolve any apparent ambiguities. Once you feel you have fully understood the movement and combat rules, you can begin play.

1.03 Basic scenario. This represents an *Ogre* attack on a heavily-guarded command post. The defense sets up first. The defending player gets 20 points of attack strength (see Section 6.02) of infantry, and 12 armor units. Each howitzer the defender takes counts as two armor units. These units are set up in the obstructed area of the map (see Sections 2.013 and 2.014), as is the command post. In addition, all but 20 attack strength points of the defender's force must set up on or behind a line drawn between the two crater hexes at the map edges. All units are face-up.

The attacking player takes a single *Ogre* Mark III and moves first, entering anywhere on the bottom of the map.

Victory conditions are as follows:

All defending units destroyed: complete *Ogre* victory.

Command post destroyed and *Ogre* escapes from the bottom of the map: *Ogre* victory.

Command post and *Ogre* destroyed: marginal *Ogre* victory.

Command post not destroyed, but *Ogre* escapes: marginal defense victory.

Command post survives, *Ogre* destroyed: defense victory.

Command post and at least 30 attack points of defense force survive: complete defense victory.

1.04 Advanced scenario. Play is identical to the basic scenario, except (1) the defense gets 30 points of infantry and 20

armor units (again, howitzers count double); (2) all but 40 attack points of this force must set up on or behind the line; (3) the attacking *Ogre* is a Mark V; (4) for a total victory, the defender must destroy the *Ogre* while preserving his CP and at least 50 attack points of his force.

1.05 Solo play. *Ogre* plays very well as a solo game in these two scenarios — that is, one person can play both sides. Once a player gains experience, it is possible to vary strategies; i.e., “programming” the *Ogre* to charge straight in (in which case the defending force should be smaller, for balance) or committing the defense to a static strategy and using hit-and-run tactics with the *Ogre* (in which case the defending force should be enlarged). The possibilities are unlimited.

1.06 Play balance. The basic and advanced scenarios, as well as those in Sections 9.02 through 9.05, have been extensively playtested. However, the *Ogre* is easier to “pick up” than the defense for most players. The balance on both scenarios has been set to take this into account. In particular, the basic scenario assumes that both players are new to the game. If both sides use optimum tactics, the defender should be able to win the Mark III (basic) scenario with the forces given; removing two armor units will make the sides about even for an experienced defender.

In a perfect scenario, victory should go to the more skillful player, regardless of who takes which side. By adjusting the amount of armor units allowed to the defender, it is easy to “handicap” the game to make up for different levels of experience. In a tournament game, it is suggested that each round consist of two games, with each player attacking once and defending once.

2.00 MAPSHEET

2.01 General. The map is divided into hexagons, or “hexes,” each of which represents an area 1,500 meters across. Each turn represents 4 minutes. Terrain features on the map are:

2.011 Craters. Hexes containing craters are impassable. No unit may move into or over a crater. Units may fire over craters. The small cracks around craters do not affect movement.

The command post was well guarded. It should have been. The hastily constructed, unlvely building was the nerve center for Paneuropan operations along a 700-kilometer section of front — a front pressing steadily toward the largest Combine manufacturing center on the continent.

Therefore, General DePaul had taken no chances. His command was located in the most defensible terrain available — a battered chunk of gravel bounded on three sides by marsh and on the fourth by a river. The river was deep and wide; the swamp, gluey and impassable. Nothing bigger than a rat could avoid detection by the icons scattered for sixty kilometers in every direction over land, swamp and river surface. Even the air was finally secure; the enemy had expended at least fifty heavy missiles yesterday, leaving glowing holes over half the island, but none near the CP. The Paneuropan laser batteries had seen to that. Now that the jamscreen was up, nothing would get even that close. And scattered through the twilight were the bulky shapes of tanks and ground effect vehicles — the elite 2033rd Armored, almost relaxed as they guarded a spot nothing could attack.

Inside the post, too, the mood was relaxed — except at one monitor station, where a young lieutenant watched a computer map of the island. A light was blinking

on the river. Orange: something was moving, out there where nothing should move. No heat. A stab at the keyboard called up a representation of the guardian units . . . not that any should be out there, thirty kilometers away. None were. Whatever was out there was a stranger — and it was actually in the river. A swimming animal? A man? Ridiculous.

The lieutenant spun a cursor, moving a dot of white light across the map and halting it on the orange spot with practiced ease. He hit another key, and an image appeared on the big screen . . . pitted ground, riverbank . . . and something else, something rising from the river like the conning tower of an old submarine, but he knew what it really was, he just couldn't place it . . .

And then it moved. Not straight toward the camera icon, but almost. The lieutenant saw the "conning tower" cut a wake through the rushing water, bounce once, and begin to rise. A second before the whole shape was visible, he recognized it — but for that second he was frozen. And so thirty men with their minds on other things were suddenly brought to heart-pounding alert, as the lieutenant's strangled gasp and the huge image on his screen gave the same warning . . .

"OGRE!"

2.012 Rubble. The heavy markings along some hexsides indicate lesser obstructions. Only Ogres and infantry may cross these hexsides. Units *may* fire over rubble.

2.013 Clear area. This is the area free of craters and rubble — the hexes with numbers ending in 17 through 22.

2.014 Obstructed area. This is the top part of the map — the hexes with numbers ending in 01 through 16.

2.02 Leaving the map. No unit may move off the map unless a scenario specifically calls for it to do so. It may be assumed that the top and sides of the map are bounded by swamp and impassable; the bottom of the map is a river which only Ogres may enter. Ogres may leave the map

by entering the river, but may not re-enter the game.

3.00 COUNTERS

3.01 Standard counters. These counters represent individual military units. Each standard counter carries a symbol and name which show its type, and four numbers which indicate its capabilities; attack strength and range (see Section 6.02), defensive strength (see Section 6.03), and movement points (see Section 5.01). Standard counters are of the following types:

3.011 Heavy Tank. This counter represents a single Main Battle Tank.

3.012 Missile Tank. This counter represents a single less heavily armored missile-firing crawler vehicle.

3.013 Ground Effect Vehicle (GEV).

This counter represents a single highly-mobile, armed and armored air-cushion vehicle. Each GEV may move *twice* per turn.

3.014 Howitzer. This counter represents a single non-self-propelled heavy missile cannon.

3.015 Infantry. These counters come in three types, representing one, two, or three squads of infantry, armed with conventional and antitank weapons and using powered suits which greatly increase their mobility and provide some radiation and shrapnel protection.

3.016 "Armor unit" designation. The above standard counters (other than infantry) will sometimes be referred to collectively as "armor units."

3.02 Command Post. This counter represents a strategic communications center. It is immobile and has an attack and defense strength of zero; that is, any attack automatically destroys it, and it may be rammed by an Ogre without damage to the Ogre. A player whose command post is lost has lost the game, but may continue to fight and inflict damage on his opponent (see Section 1.03).

3.03 Ogre counters. These counters appear in two types: Mark III and Mark V. Each represents a single robot fighting machine, equipped with guns, missiles, anti-personnel weapons, and heavy armor. The Mark V is larger and more formidable than the Mark III.

The capabilities of the Ogres are not shown on the counters; they change throughout the game as the Ogre is damaged, and are shown on the Ogre record sheets (see center pull-out pages). These record sheets also show stats for the Ogre Mark II and IV, described in *G.E.V.*

3.04 Backprinting. All counters are backprinted. The reverse side of an armor unit counter shows that unit in a disabled

state. Ogre and infantry counters have different values on front and back, for flexibility of play.

4.00 TURN SEQUENCING

4.01 Turns. *Ogre* is played in turns. The precise sequence for each turn depends on the scenario being played. During his turn, each player may move any or all of his units, and fire with any or all of them, as long as each unit fires only once and (except for GEVs) moves only once.

4.02 Basic scenario sequence. The turn sequence for the basic (and advanced) scenario is:

Ogre moves

Ogre fires

Defender's armor units disabled the *previous* turn become un-disabled

Defender moves

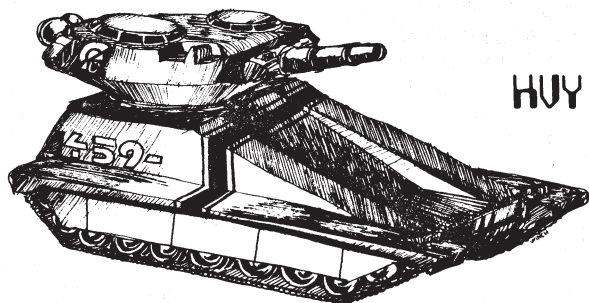
Defender fires

Defender moves GEVs their second (3-hex) movement phase

4.03 Multiplayer sequences. A scenario involving more than two players will use a similar sequence, with players moving in the same order each turn. Each attacking player, in turn, moves and resolves combat; then each defending player, in turn, moves and resolves combat. Players on the same side may take their fire phase together to combine fire.

5.00 MOVEMENT

5.01 General. The number in the top right-hand corner of each standard counter is the number of "movement points" that unit has — the maximum number of hexes it may move per turn. For example, an "M2" unit may move up to two hexes per turn. Movement points may not be accumulated from turn to turn. A unit never *has* to move. A *disabled* unit (see Combat Results Table) may not move until it recovers.



HUY TANK

Less than three minutes had passed. After the initial seconds of panic, the command post had settled down to business. Instead of master-minding an attack, it was fighting for its own life. Men spat orders into throat mikes, eyes on the big screen. The orange dot that was the Ogre was six kilometers closer, but green sparks were moving out to meet it — the men and machines of the 2033rd.

The general entered at a run. "Get me a picture!" he ordered. The screen flickered; moving dots gave way to an image. The huge machine ground over the landscape, incredibly fast for something so huge. Guns bristled. The tower on top rose fifteen meters high.

"A Mark V," said the general. "They really want us, all right. Who had the watch?"

"I . . . did, sir."

"Where'd it come from?"

"Sir, the river. I got a movement indication from the center of the river — I saw it come up. Nothing before that. I swear it, sir."

The general started to reply, then checked himself. He stepped to the keyboard. The map reappeared (the orange dot was closer) and shrank. They saw their island from fifty — a hundred — kilometers in the air.

The general traced the river-course. "Here . . . and here. Yes, they could have done it."

"Sir?"

"Underwater. It went into the ocean here. Through the delta — up the river and out. Very clever. I wonder . . . No, they just outfoxed us. As you were, son."

5.02 Stacking. Units may not be stacked; that is (with the exceptions noted below) only one unit at a time may occupy each hex.

5.021 Combining infantry. The basic infantry counter is the 3-squad counter. Two or three 1-squad counters, or a 1-squad and a 2-squad counter, may occupy a hex together, since they are still the equivalent of one 3-squad counter.

5.022 Movement though other units. Any unit may move *through* a hex occupied by a friendly unit, as long as the two do not end the turn on the same hex. No unit may move through a hex occupied by an enemy unit, except as described under Section 5.03 (Ramming), below.

5.03 Ramming. An Ogre may damage or destroy enemy armor units by ramming. Ramming a unit is accomplished by moving onto or through its hex.

5.031 Results of ramming armor units. Any *immobile armor unit* (i.e., a Howitzer or any disabled unit) is destroyed if rammed. Any *armor unit* rammed is disabled on a die roll of 1-3, and destroyed on a die roll of 4-6. The Ogre player rolls the die immediately upon ramming. If the armor unit is only disabled, the Ogre may expend one more movement point, *stay in that hex*, and ram again.

An Ogre loses two tread units (see Section 6.05) for ramming a Heavy Tank, and one tread unit for ramming any other armor unit.

5.032 Movement after ramming. If an Ogre still has movement left after ramming, it may continue to move. However, if loss of tread units due to the ram reduced the Ogre's movement points, it may move only the reduced number of hexes that turn. Example: a Mark V with 41 remaining tread units moves one hex and rams a missile tank. Its tread units are reduced to 40, so its movement is reduced to 2; it may move only one more hex that turn.

5.033 Ramming CPs. An Ogre may ram a CP, destroying it. Since the CP has no defense strength, the Ogre is unhurt.

In a scenario in which the CP had a defense strength (i.e., Section 8.06) the Ogre would lose a number of tread units equal to the base defense value of the CP.

5.034 Ogres ramming Ogres. In scenarios with several Ogres, one Ogre may ram another by moving onto its hex. The ramming Ogre then immediately ends its movement for that turn in the last hex it occupied *before* ramming.

An Ogre which rams a *larger* Ogre loses five tread units. An Ogre which rams a

The Ogre was twenty kilometers away. On the big map, a ring of green around it showed missile tanks ready to move in; more green dots, visibly moving, were

GEVs harassing the enemy machine. As they watched, one GEV light went out. Another stopped moving and began to blink plaintively. The Ogre moved toward it.

smaller Ogre, or one the same size, loses three tread units.

The damage done to the Ogre which was rammed is determined by a die roll. The ramming player rolls two dice if his (ramming) Ogre is a Mark III, and four dice if his (ramming) Ogre is a Mark V. The total on all the dice is the number of tread units lost by the Ogre which was rammed. Example: A Mark V rams a Mark III. The Mark V automatically loses 3 tread units. Four dice are thrown. The total shown is 12, so the Mark III loses 12 tread units. On its own move, the Mark III rams back. It automatically loses 5 tread units. Two dice are thrown for an 8, so the Mark V loses 8 tread units.

Only tread units are lost to ramming attacks.

5.035. Limit on ramming. An Ogre may ram no more than twice per turn, or one enemy Ogre per turn.

5.036 Armor units ramming Ogres. An armor unit may ram an Ogre by moving onto its hex. The Ogre loses one tread unit automatically; the armor unit is destroyed.

5.037 Armor units ramming each other or infantry. This is not permitted in *Ogre*. (In the "sequel" game, *G.E.V.*, ramming is largely replaced by a more complex "overrun attack" provision allowing any unit to move into an enemy hex and attack — but this is not true ramming.)

5.04 Infantry overruns. An Ogre may not ram infantry, but it may move onto or over an infantry hex as though the infantry was not there. If the Ogre has any antipersonnel weapons left, the infantry unit is automatically reduced by one strength point. An Ogre may choose to expend another movement point, stay in the same hex, and reduce the infantry again.

5.05 GEV double movement. A GEV may move twice per turn — once (up to 4 hexes) before combat, when all other units move, and once (up to 3 hexes) after combat.

5.06 Ogre movement points. An Ogre begins the game with 3 movement points. This may be reduced by damage to its tread units as the game progresses (see Section 6.05).

6.00 COMBAT

6.01 Sequencing. A combat phase occurs after each movement phase (except for GEV second-phase movement).

6.02 Combat factors. Each standard counter carries a Combat Factor expressed as two numbers separated by a slash — e.g., 4/2. The first number shows the unit's *attack strength*; the second shows its range — that is, the maximum number of hexes at which that unit may attack.

6.03 Defense strength. Each standard counter also has a *defense strength* in the top left-hand corner — i.e., D2.

6.04 Ogre combat factors and defense strengths. An Ogre has a number of different weapons, each with its own attack strength, range, and defense strength. These are shown on the Ogre record sheets.

6.05 Ogre tread units. These units represent the state of the Ogre's treads and motors. Damage (i.e., reduction of tread units) slows the Ogre. A Mark V begins with 60 tread units; a Mark III begins with 45. When an Ogre's tread units are reduced to $\frac{2}{3}$ their original total, the Ogre's tread units are reduced from 3 to 2. When the tread units are reduced to $\frac{1}{3}$ their original total, the Ogre has only 1 movement point — that is, it can only go one hex per turn. When the Ogre's tread units are all gone, the Ogre can no longer move. It *can* still fire at anything within range. The Ogre does *not* expend tread units simply by moving.

6.06 Attacks. In general, each attack is resolved by comparing attack and defense strengths of the units involved, and then rolling a die. Specifically: For each attack, all attack strengths involved are totaled, and then compared with the defense strength of the target in ratio form. This ratio is then

rounded off *in the defender's favor* to one of the ratios shown on the Combat Results Table. In other words, the *target* of the attack, be it Ogre or standard unit, gets the benefit of the rounding-off. Examples: 2 attack points against 1 defense point would be a "2-to-1" attack. 2 attack points vs. 2 defense points = 1-to-1. 3 attack points vs. 2 defense points = 1-to-1 also. 2 attack points vs. 3 defense points = 1-to-2. 6 attack points vs. 1 defense point = 6-to-1 (treated as 5-to-1; see the CRT). Once the ratio is determined and rounded off, the attacker rolls the die and consults the proper column of the CRT to find the result. Results are applied immediately.

6.07 Combining attacks. Any number of units and/or Ogre weapons may combine their attack strengths into an attack on any single target *except* Ogre tread units.

6.08 Multiple attacks. Any number of successive attacks may be made against any unit or Ogre weapon in one turn, provided that each attacking unit or weapon fires only once.

6.09 Multiple targets forbidden. An attack must be made against one target only — either a given unit, or a given weapon (or

number of tread units) on an Ogre. An attack strength may never be divided between targets. A Missile Tank could fire at 1-to-1 on one Ogre secondary battery, but not at 1-to-2 on *two* secondaries at once.

6.10 Weaponry. It is assumed that most weapons are heavy rapid-fire cannon using tactical nuclear shells, effectively capable of fire in any direction. Each standard unit may apply its attack strength once per turn. Each Ogre weapon may apply its attack strength once per turn until it is destroyed. However:

6.101 Antipersonnel. Ogre antipersonnel weapons are effective only against infantry and the CP. No infantry unit may be attacked more than once per turn by antipersonnel. When all AP weapons are gone, an Ogre can no longer reduce an infantry unit's strength by 1 by entering its hex.

Note: Any weapon may be used against infantry. AP weapons are useless against anything *but* infantry and CPs.

6.102 Missiles. Each Ogre missile is a one-shot weapon. Once used (or if destroyed before firing), it is gone.

6.11 Attacks on Ogres. Any unit firing on an Ogre must specify the target it is

Twelve minutes since the shooting had started. The Ogre was fifteen kilometers away. Faced by eight missile tanks, it had slipped to the side; three of the tanks were gone, and two others had never gotten in range. But the Ogre had paid; it was moving slowing now. On the big map, three more green dots moved toward it. The heavies were going in.

"Mercier to CP. We've spotted it."

The general punched for an image. There it was. Four of the six missile tubes were empty; two of the "small" guns along one side were scrap. Loose tread flapped; damaged motors sparked. Its guns moved and flashed. Then the screen dimmed as a nuclear warhead hit the Ogre. The image returned. There was a new crater along one of the armored sides — nothing more.

"Get those guns, Commander." The general's voice was calm; Mercier's reply was equally mild. "Trying, sir. It ducks." Then jubilation. "Good shot, Fair. You got

it. Hit the misbegotten pile of junk." The big screen went completely dark. It came on again, from a different angle. The Ogre was hurt. One of those big front guns was gone — completely. The other was clearly wrecked.

"Good man, Mercier! Who did that? Commander Fair? . . . Mercier? . . . Fair? . . ."

"This is Kowalski in 319. It got Fair about three times. I can't find Mercier."

On the screen, one heavy tank faced the Ogre. Two GEVs swept in and out. Missile tanks and infantry moved closer — too slowly.

"Here it comes." Kowalski — commander of the last heavy. "You'll have to shoot better than that, you gadget. GOTCHA! Took out its . . ."

Static. Then a new voice. It sounded quite human. And amused.

"Gotcha."

The Ogre rolled on. It was within howitzer range now, and the big missile cannon were scoring on it. Its missiles were gone, but it still had guns. The infantry had met it — finally — but powered armored notwithstanding, they were dying as fast as they came in.

"It's committed," said a big major, his eyes on the screen. "It can't afford to stop now." The general nodded. "Get behind

it," he said into his mike. "It's after the howitzers. They're killing it."

In the flame-lit darkness, men heard the scrambled transmission. Men, and one other. The Ogre took in the surrounding terrain, considered the location of the command post and the howitzers, watched the movement of its enemies, weighed the order it had decoded. Behind, it thought. They have made a mistake.

attacking — either one specific weapon or the Ogre's tread units.

6.111 Attacks on Ogre weapons. If weapons are the target, the attack strength of the attacker(s) is compared with the defense strength of the weapon attacked. Example: A Missile Tank could fire on a gun from the secondary battery at 1-to-1, a missile at 1-to-1, an AP gun at 3-to-1, or a main battery at 1-to-2. A Howitzer could attack a secondary at 2-to-1, and so on. An 'X' result on the CRT means the target weapon is destroyed. 'D' results do not affect Ogres.

6.112 Attacks on Ogre treads. If the Ogre's tread units are the target, the attack is always at 1-to-1 odds. In other words, after the attack is announced, the attacker rolls the die, and on a roll of 5 or 6 ('X' at 1-to-1 on the CRT), the Ogre loses a number of tread units *equal* to the attack strength used. Each unit attacking treads must do so individually. Thus, a successful Heavy Tank attack on treads would cost an Ogre 4 tread units.

6.12 Timing. A player may make his attacks in any order and may observe the results of each attack before announcing and carrying out the next, in order to most efficiently use his strength. However, a player must always announce *what* he is attacking, *what* he is attacking *with*, and the *odds*, *before* rolling the die — i.e., "All right, I am now attacking that Missile Tank *there*, with three guns from the secondary battery, which is a 4-to-1."

6.13 Destroying Ogres. An Ogre is not destroyed until all its weapons and tread units are gone. However, a lone, immobile Ogre is helpless; a game may be ended at that point.

6.14 Combat in same hex. If an Ogre ends its movement in the same hex with an enemy unit, combat between them occurs as though they were in adjacent hexes.

7.00 ENDING THE GAME

7.01 Regular games. The game ends when the attacking force, whatever it may be, is destroyed or withdraws from the bottom of the map.

7.02 Time limit games. Rather than play until one force is annihilated, the players may wish to decide in advance to play for a specific time or number of turns. At the end of this period, if no set of victory conditions given in Section 1.03 has been met, the defender wins a marginal victory.

8.00 OPTIONAL RULES

8.01 General. These rules may be used to add interest and complexity when the basic form of the game is fully mastered. They may be used singly or in combination.

8.02 Command trailer. Instead of the CP, give the defenders a mobile command trailer with movement of M1.

8.03 Mines. The defender has a predetermined number of mines; he places them in whatever hexes he wishes, recording the hex numbers elsewhere. Any unit entering a mine hex rolls a die. The mine explodes on a roll of 5 or 6 for an Ogre (roll a die to determine how many tread units are lost) or on a roll of 6 for any other unit ('X' result for armor, 'D' for infantry). An exploded mine is destroyed.

8.04 Camouflage. The defender has an entrenched and well-camouflaged position. The attacker(s) can detect the *presence* of each unit, but not its nature. All defense units (except the CP) are represented by

coins at the beginning of a game. The units are listed on a sheet of scratch paper. As soon as any defending unit moves or fires, it is replaced by the proper counter and moves normally thereafter.

8.05 Destruct. Any "live" Ogre — i.e., any Ogre with *any* treads or weapons left — may self-destruct at any time by detonating its power plant, with the following results:

All non-Ogre units within 4 hexes are destroyed.

All armor units 5 hexes away are disabled (infantry and a CP 5 hexes away are unaffected).

An Ogre in the *same* hex — i.e., one that just rammed or was rammed by the destructing Ogre — is destroyed. Ogres in other hexes are unaffected.

Note: This rule can make a big difference in strategies. It makes it *much* easier for the Ogre player to win, especially if he has more than one Ogre!

8.06 Hardened CP. Assign the CP a defense strength of 1 or 2. A 'D' result stops a hardened CP from moving for a turn (if it was mobile) but has no other effect. This small change can make the Ogre's mission much harder.

9.00 OTHER SCENARIOS

9.01 General. These are alternate games representing other possible battles.

Unless specific victory conditions are given in a scenario, the players should work out their own victory levels before beginning play, by analogy with the victory con-

ditions given for the basic scenario (see Section 1.03).

9.02 Mark III on defense. The defending player takes one Ogre Mark III (anywhere in the obstructed area), and 12 armor units and 15 points of infantry (behind the line). The attacker takes an Ogre Mark V.

9.03 Mark IIIs attacking. Substitute two Mark IIIs for the Mark V in the advanced scenario, and give the defender two more armor units. (This makes a good three-player game.)

9.04 Ogre defending. Reverse the roles. The attacker takes a standard-unit force from the basic or advanced scenario and enters the bottom of the map to destroy a command post guarded by a "watchdog" Ogre and a conventional force equivalent to half the attacking force. Any attacking unit, regardless of type, may leave the bottom of the map to escape.

9.05 Duel. This scenario uses no CPs or other units; it is simply a combat between Ogres. The size of the forces and the number of players are variable — combat may be two-way, three-way, etc. A unit may move off the map, but may not re-enter. The object is to survive and hold the field.

9.06 Improvisation. Enough counters have been provided to allow variations on the scenarios above, as well as wholly new battles using both conventional forces and Ogres on each side. No scenarios for such combat are given here — but if you want to set up your own, we've given you the extra units to do it.

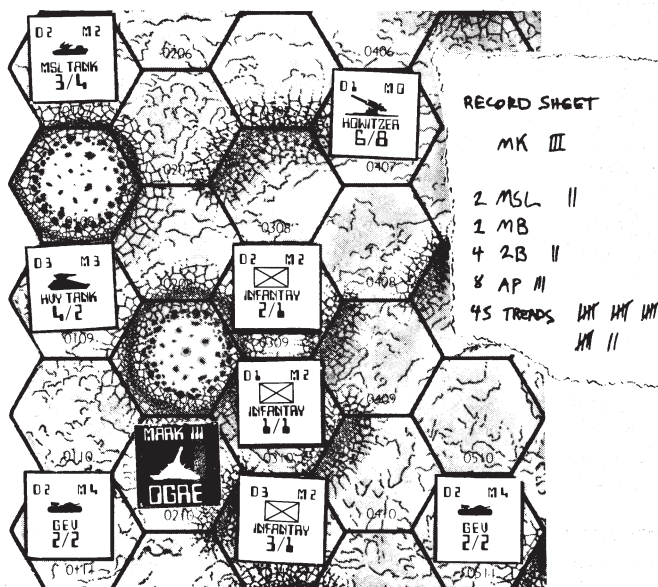
It was very close now. Had the command post had windows, the men inside could have seen the explosions. The Ogre was moving very slowly now, but two guns still spoke. It no longer dodged; it was a juggernaut, coming straight for its target.

Inside, the general's face was gray. He spoke to no one in particular. "Smart. That thing is smart." A scream still echoed in the big room — the scream from the last missile tank commander. Out of the Ogre's path, safe behind a three-meter ravine, lashing out at the metal giant — and the thing had changed course, ignoring the howitzers, walking over the gully like it wasn't there,

crushing the smaller tank. Two GEVs had died a second later; their speed was their best defense, and the Ogre had outguessed them. The side trip had given the howitzers a few more minutes; then they, too, had died.

The screen showed the Ogre grinding on — a shambling monster, barely able to move. "The treads . . . hit the treads," whispered the general. "Stop that thing." The image changed, and he saw what was left of his force: three GEVs and a handful of infantry.

The Ogre rolled on . . .



EXAMPLE OF PLAY

This is a section of the map and an example of an Ogre record sheet for an actual game. The Ogre has fired both its missiles; it has lost 2 secondary battery guns, 3 anti-personnel weapons, and 22 tread units — so it is down to 2 movement points. If it is the Ogre's fire phase, it could (for instance) fire the main battery against the GEV at 0511 (2-to-1), one secondary on the heavy tank (1-to-1), one secondary on the GEV at 0111 (1-to-1), 3 AP on the infantry 3 (1-to-1) and 2 AP on the infantry 1 (2-to-1). It cannot fire on the howitzer or the missile tank; they are out of its range.

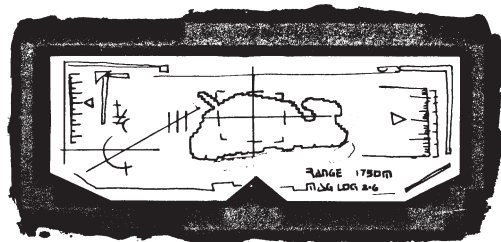
The Ogre could also combine its fire; for instance, it could, instead of the above attacks, use both secondaries on the GEV at 0111 (3-to-1) and then, if it wished, fire on that same GEV again with the main battery (2-to-1). Or it could fire both secondaries

and the main all together (5-to-1 — a sure kill).

If it is the defending player's fire phase, he might (for instance) fire the heavy tank against the main battery (1-to-1), missile tank against one of the secondaries (1-to-1), GEV at 0111 against a main battery (1-to-2), adjacent infantry units against treads (always at 1-to-1), and howitzer against a secondary (2-to-1). The infantry at 0309 and the GEV at 0511 are out of range and cannot fire.

The defense would also have the option of combining fire from the various units in order to get improved odds.

If it is the beginning of the Ogre's movement phase, it could go to 0109 (ramming the heavy tank), 0309 (running over two infantry units) or any other non-crater hex within 2 of its present position.



OGRE RECORD SHEETS

6 Missiles (6/5; D3) 0 0 0 0 0 0
 2 Main Battery (4/3; D4) 0 0
 6 Secondary Battery (3/2; D3) 0 0 0 0 0 0
 12 Antipersonnel (1/1 against infantry or CP only; D1) 0 0 0 0 0 0 0 0 0 0 0 0
 60 Tread Units: Movement starts at M3
 00000 00000 00000 00000 (Movement drops to M2)
 00000 00000 00000 00000 (Movement drops to M1)
 00000 00000 00000 00000 (Movement drops to M0)

MARK V

3 Missile Racks (D4) 0 0 0
 15 Missiles (6/5) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 1 Main Battery (4/3; D4) 0
 2 Secondary Battery (3/2; D3) 0 0
 8 Antipersonnel (1/1 against infantry or D0 CP only; D1) 0 0 0 0 0 0 0 0
 60 Tread Units: Movement starts at M4
 00000 00000 00000 (Movement drops to M3)
 00000 00000 00000 (Movement drops to M2)
 00000 00000 00000 (Movement drops to M1)
 00000 00000 00000 (Movement drops to M0)

MARK IV

2 Missiles (6/5; D3) 0 0
 1 Main Battery (4/3; D4) 0
 4 Secondary Battery (3/2; D3) 0 0 0 0
 8 Antipersonnel (1/1 against infantry or CP only; D1) 0 0 0 0 0 0 0 0
 45 Tread Units: Movement starts at M3
 00000 00000 00000 (Movement drops to M2)
 00000 00000 00000 (Movement drops to M1)
 00000 00000 00000 (Movement drops to M0)

MARK III

1 Main Battery (4/3; D4) 0
 2 Secondary Battery (3/2; D2) 0 0
 6 Antipersonnel (1/1 against infantry or D0 CP only; D1) 0 0 0 0 0 0
 30 Tread Units: Movement starts at M3
 00000 00000 (Movement drops to M2)
 00000 00000 (Movement drops to M1)
 00000 00000 (Movement drops to M0)

MARK II

Make one record sheet for each Ogre.
 The circles after each weapon type represent the number of such weapons the Ogre starts with. Thus, a Mark V begins with two main battery guns, six missiles, etc. Check off a gun when it is destroyed, a missile when it is destroyed or when it is fired, and the proper number of tread units — that is, the same number as the attacker's strength — when an attack on treads gets an 'X' result. Thus, the record sheet always shows the combat status of the Ogre.

The numbers in parentheses after the Ogre weapons correspond to the attack and defense factors on standard counters. For instance, a main battery gun (4/3; D4) has an attack strength of 4, a range of 3 hexes, and a defensive strength of 4 when fired upon. The D3 defense strength of a missile is its strength *before* firing. Once a missile is fired, it cannot be attacked — but it can be attacked *before* it fires, hence the defense strength.

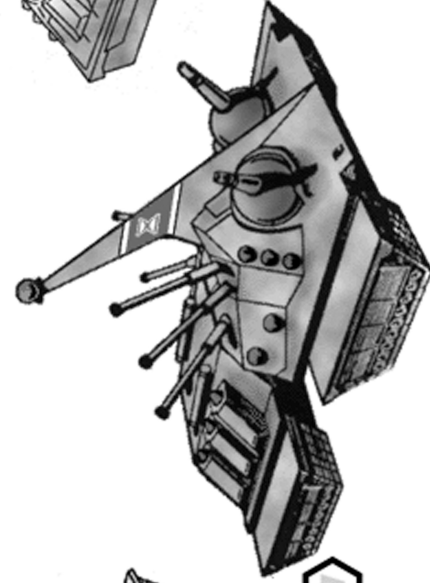
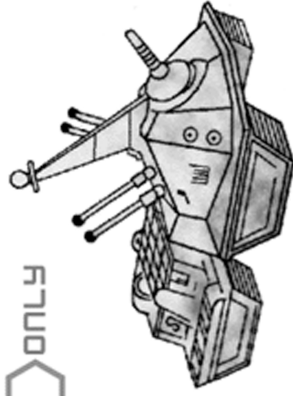
OCRE MARK III



OCRE MARK V



OCRE MARK III-B



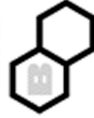
MISSILES

ATTACK: 6
RANGE: 10"
DEFENSE: 3



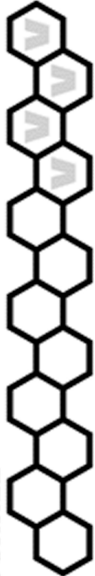
MAIN BATTERY

ATTACK: 4
RANGE: 6"
DEFENSE: 4



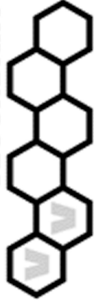
ANTIPERSONNEL

ATTACK: 1
RANGE: 2"
DEFENSE: 1

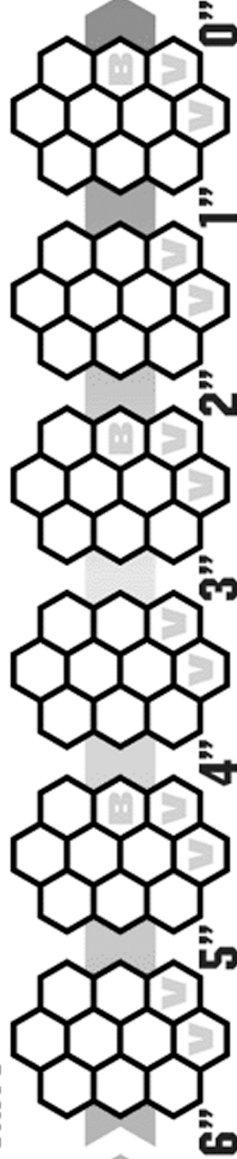


SECONDARY BATTERY

ATTACK: 3
RANGE: 4"
DEFENSE: 3



TREAD UNITS



MOVE

G.E.V.[®]

Tactical Ground Combat in the 21st Century From the World of Ogre

Game design by Steve Jackson

Illustrated by Winchell Chung; Map art by Denis Loubet

Loyd Blankenship, Managing Editor; Carl Anderson, Production Manager

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Third Edition

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The designer would like to thank all the individuals whose comments and play made this a better game. Unfortunately, this is impossible — as every *Ogre* letter, argument, variant or suggestion influenced *G.E.V.* in one way or another. However, special acknowledgements definitely go to the Metagaming crew — specifically Howard Thompson, Robert Taylor and Ben Ostrander — to the Austin playtesters, Elton Fewell, Joe Vail and Bill Williams — and to the blindtesters around the country whose intelligent comments and criticism made this game what it is: Alexander Epstein, Ron Fisher, Robert A. Mitchell, Lorent West, Dave Mohr, Mike Easterday, Steve Wijnberg, Richard Barnhart, Gary Huska, Ben V. Kloepper, Roger Cooper, Dusty R. Brown, Jim Behringer and Steve Rabin.

Thanks also to those who wrote with questions after the first edition appeared; you made the job of revision much easier!

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STEVE JACKSON GAMES

1.00 INTRODUCTION

1.01 Background. *G.E.V.* is a game simulating the small-unit armor and infantry tactics used during the second half of the 21st century.

1.02 Setup. Before playing *G.E.V.* for the first time, read through the rules once to get the "feel" of the game. Then set up the map and counters for Scenario 9.02 and go over the rules again. By referring to the rules, the map and the counters, you should be able to resolve any questions. Once you feel you fully understand the movement and combat rules, you will be ready to play.

1.03 Scenarios. *G.E.V.* actually comprises several different games, all using the same mapsheet and rules. These games use different forces for each side and have different victory conditions; they may be found in Section 9.00.

1.04 Combining *G.E.V.* with *Ogre*. *G.E.V.* is set in the same future world as *Ogre*; the two games are fully compatible. Rules for simulation of the Ogres (giant cybernetic tanks, mounting multiple weapons and carrying no human crew) are not given here, since that would duplicate *Ogre*. However, for those wishing to incorporate Ogres into *G.E.V.*, each scenario contains optional variations using Ogres, and terrain effects on Ogre movement and fire are given in the appropriate rule sections here.

1.05 Solitaire play. *G.E.V.* can be played solitaire — that is, one player can take both sides. Scenarios especially recommended for solitaire play are the basic and advanced versions of *Breakthrough* and *Raid*.

1.06 Play balance. Each scenario (especially the basic versions) has been extensively playtested; we feel that the setups and victory conditions give each player an equal chance of winning. Differences in play style or ability — or, perhaps, someone's hitting on a good strategy — may unbalance a game. In this case, you can "handicap" one side by using different numbers of units or victory conditions. *G.E.V.* is intended for players who enjoy exploring different types of tactics, rather than those who look for one "perfect" attack or defense to use every time.

For serious competition or tournament play, we recommend that a "match" con-

sist of two games; players should play the same scenario twice, each attacking once and defending once.

1.07 Other material needed. In addition to the booklet, map and counters, you will also need dice and scratch paper to play *G.E.V.*

2.00 MAPSHEET

2.01 General. The mapsheet is divided into hexagons (hexes) which govern movement. Terrain features shown on the map are:

2.011 Clear terrain. Light green hexes represent "clear" areas. All units have their normal movement and combat abilities here. *Note:* For map realism, some clear hexes next to forest, swamp and town areas will contain a few trees, buildings, etc. These hexes are still clear.

2.012 Roads. Hexes containing a black-and-brown line are road hexes. A unit which stays on the road for its entire movement phase gets a movement bonus (see Section 5.071). Roads do not affect combat. A road hex may also be a swamp, town or woods hex (see Section 5.072).

2.013 Railroads. Hexes containing track marks are rail hexes, along which the train travels in Train scenarios.

2.014 Towns. Hexes filled entirely with black-and-white buildings represent towns, which inhibit armor movement and protect all units.

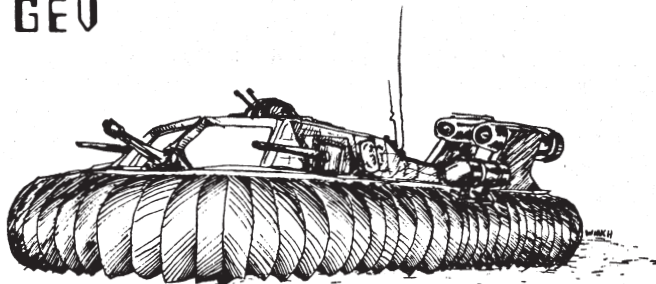
2.015 Forests. Hexes filled entirely with dark green tree markings represent forests, which inhibit armor movement and protect infantry.

2.016 Swamps. Hexes filled entirely with green-and-blue markings represent swamps, which are considered to be marshy forest areas. They drastically inhibit armor movement and protect infantry.

2.017 Streams. Hex sides marked with wavy blue lines represent streams. Streams delay armor movement but do not affect fire.

2.018 Water. Blue hexes represent water — either river or lake areas. Water hexes are impassable to all units except infantry, GEVs and Ogres.

2.019 Bridges. A bridge mark indicates a place where a road crosses over a stream or river.



2.02 Specific terrain effects. Full discussions of the specific effect of each terrain type on movement and combat will be found in Section 5.00 and Section 6.00, respectively.

3.00 COUNTERS

3.01 Standard counters. These counters represent individual military units. Each counter carries a symbol and name to show its type, and four numbers which indicate its capabilities: attack strength and range (see Section 6.02), defensive strength (see Section 6.03), and movement points (see Section 5.01). Standard counters are of the following types:

3.011 Heavy Tank. This counter represents one Main Battle Tank.

3.012 Missile Tank. This counter represents a single less heavily armored missile-firing crawler vehicle.

3.013 Light Tank. This counter represents a single lightly armored scout-type tank. Because this is an inexpensive vehicle, players may take two Light Tanks instead of one "armor unit" in setups allowing a certain number of armor units.

3.014 Ground Effect Vehicle (GEV). This counter represents a single highly-mobile armed and armored air-cushion vehicle. Each GEV may move *twice* per turn.

3.015 Howitzer. This counter represents a single non-self-propelled heavy missile cannon. Because this is an expensive unit, a player must count a Howitzer (or Mobile Howitzer, below) as *two* "armor units" in any setup allowing a given number of armor units.

3.016 Mobile Howitzer (MHWZ). This counter represents a slightly lighter missile cannon mounted on a heavy-duty crawler

vehicle. It is also an expensive unit, and counts as two "armor units" in a setup.

3.017 "Armor unit" designation. The above standard armored fighting vehicle counters will sometimes be referred to collectively as "armor units."

3.018 Infantry. These counters come in three types, representing one, two or three squads of infantry, armed with conventional and antitank weapons and using powered suits which greatly increase their mobility and provide some radiation and shrapnel protection. The scenario setups refer to infantry in terms of "strength points," meaning the attack strength of the units; one 3/1 infantry counter equals three strength points.

3.02 Command Posts. These counters represent command and communication centers. They have no attack strengths except when overrun. The defense strength of a CP may range from 1 to 3, and it may have a movement factor or be immobile, depending on the scenario. Loss of a CP in no way affects a player's ability to fight, although it gives victory points to his opponent.

3.03 Train counters. These counters represent a train — one engine at each end, and a number of cars. Each train counter carries a number to represent its movement ability *next* turn (see Section 5.10). Only one train appears at a time on the board; the four counters represent the same train at different speeds. Depending on the scenario, a train may or may not have attack capabilities; its defense strength is always 3. The train occupies *two* hexes at a time.

3.04 Ogre counters. Counters representing Ogre Mark II and IV units are supplied for those players who wish to play Ogres in *G.E.V.* Specifications for these units are given in Section 8.07.

3.05 Backprinting. All counters are backprinted. The reverse side of each armor unit shows that unit in a disabled condition. Ogre and infantry counters have different unit values on front and back, to increase the effective number of counters available.

4.00 TURN SEQUENCING

4.01 Turns. *G.E.V.* is played in turns. During his own turn, each player may move any or all of his units, and fire with any or all of them, as long as each unit fires only once (except in overrun situations) and moves only once (twice for GEVs).

4.02 Basic sequencing. The turn sequence, or order of events, for one player in a two-player game is:

- (1) Roll for each of his units disabled *last* turn by *swamp*, to see if they recover. Units which recover are turned right-side-up.
- (2) Turn all his units which were disabled *before* his last turn by *enemy fire* right-side-up. They recover automatically.
- (3) Movement phase. Any or all units may move up to their full number of movement points. If any unit(s) enter an enemy-occupied hex, creating an overrun situation, *immediately*:
 - (a) roll to see whether any overrunning units entering swamp, or overrunning GEVs entering swamp or forest, are disabled;
 - (b) resolve the overrun attack and move surviving units (if any) the remainder of their movement.
- (4) Roll to see whether each armor unit which entered swamp, or each GEV which entered swamp or forest, is disabled. Units which rolled for disabling while overrunning do *not* roll again.
- (5) Fire phase. All units which are not disabled may fire. Units which made an overrun attack may fire in the fire phase as well.
- (6) Second (GEV) movement phase. Move any or all GEVs again, except for those which are disabled or those which entered swamp, town or forest on the first movement phase. Resolve any overruns.

Roll for disabling on any GEVs which entered swamp or forest on their second movement phase.

It is now the other player's turn.

Notes: (1) It is *necessary* to keep track of *when* and *how* a unit becomes disabled. Disabled units are flipped over. Normally, there will not be enough disabled units on the board at one time to create difficulty.

(2) An overrun attack always takes place *immediately*, interrupting the movement phase, when one or more units enter an enemy-occupied hex. The movement phase resumes after the overrun is resolved.

4.03 Multiplayer sequencing. A scenario with more than one player on a side will use a similar sequence; players move in the same order each turn. Each attacking player, in turn, moves and resolves combat; then each defending player, in turn, moves and resolves combat. Players on the same side may take their fire phases together in order to combine fire.

5.00 MOVEMENT

5.01 General. The number in the top right-hand corner of each standard counter is the number of "movement points" that unit has — that is, the maximum number of hexes it can move per turn in clear terrain. For example, an M2 counter can move up to 2 hexes per turn. The terrain shown on the map can increase or decrease movement. Movement points may not be accumulated from turn to turn. A unit never *has* to move. (Exception: the train. See below.)

Game scale is 4 minutes per turn, and hexes are 1,500 meters wide side to side.

5.02 Stacking. Up to five units on each side may occupy any hex at the same time. Each single infantry unit counts as $\frac{1}{3}$ of a unit for stacking purposes; that is, a hex may hold 15 strength points of infantry, or 12 points of infantry and one vehicle, etc. Ogres and CPs count as standard units for stacking. The train does not count for stacking.

5.021 Combining infantry. The basic infantry counter is the 3-squad counter. This is the equivalent, for stacking and victory points, of one armor unit. A 3-squad counter may be built up from, or broken down into, 1- and 2-squad counters at any

time during the owning player's movement; these counters may move together or separately. Infantry units have different values on the counter front and back, for ease in "making change."

5.03 Movement through other units. Any unit may move *through* a hex occupied by friendly units, as long as it does not end the movement phase in violation of stacking limits (above). An enemy unit may move through a hex occupied by the train if the train is unarmed; *no* other unit may move through or into an enemy-occupied hex except to ram or overrun (see below).

5.04 Overrun attacks. When a player moves one or more units into a hex containing enemy units, an "overrun attack" occurs immediately. See Section 6.13 for details.

5.05 Ramming and collisions. A unit may (usually as a desperation tactic) attempt an actual physical collision with an enemy unit.

5.051 Ramming the train. Any armor unit may move onto one of the hexes occupied by the train and (if it survives the first fire round of overrun attack) *ram* the train. The ramming unit is destroyed. The train suffers a 1-to-1 attack if the ramming unit was a GEV, and a 1-to-2 attack if the ramming unit was anything else except an

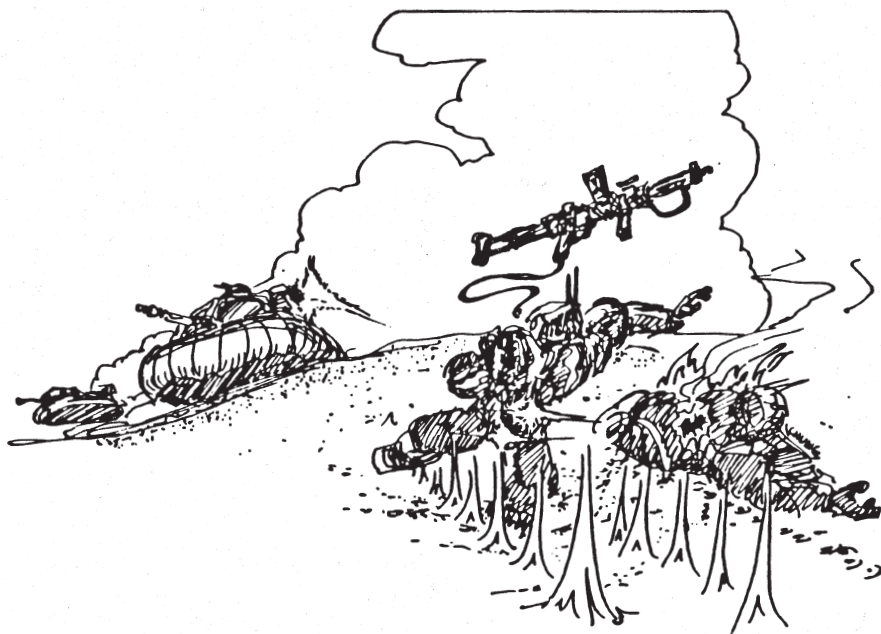
Ogre. If it was an Ogre, the train-hex attacked is destroyed. The Ogre immediately loses half its tread units (rounded up), suffers a 2-to-1 attack against each of its other components, and ends its movement.

5.052 Ogre ramming. When playing Ogres in this game, do not use the ramming rules in *Ogre*; use the overrun combat rules in Section 6.134 of this game, which give more complex and realistic results.

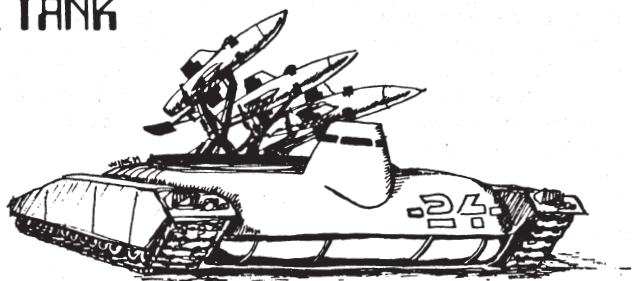
5.06 GEV double movement. A GEV may move *twice* per turn: once (with 4 movement points) before the fire phase, when all other units move, and once again (with 3 movement points) *after* combat.

5.07 Road effects on movement. The road has the same effect on all mobile units, regardless of type. A unit which is "on the road" (that is, moving from one road hex to another along the line of the road) can ignore all underlying terrain. A bridge hex is like any other road hex. A unit which moves from a road to a non-road hex, or vice versa, *is* affected by the underlying terrain. Water-going units can pass *under* the river bridge at hex 2013 in any direction, but no units except infantry may enter 2013 on the bridge and leave on the river, or vice versa!

5.071 Road bonus. Any unit which starts its move on the road, and *stays* on the



MSL TANK



road for the entire movement phase, gets a movement bonus of one additional hex. The unit does not have to move this additional hex — but, if it does, it must continue along the road. It may *not* use the additional hex to leave the road. *Note:* Since a GEV moves twice per turn, it can get two bonus hexes per turn.

5.072 Defensive terrain and roads. A unit on the road in a swamp, woods or town hex gets the full defensive advantage of that terrain.

5.08 Other terrain effects on movement. The terrain shown on the map affects movement in different ways, depending on the type of unit moving. All terrain effects on both movement and combat are summarized in the Terrain Effects Table.

5.081 Effects on infantry. Infantry normally have M2. They do receive the road movement bonus. They can enter water hexes at a cost of 2 movement points, but cannot fire while in water. Infantry may totally ignore all other terrain for movement purposes; they are not slowed by forest, swamp, streams or towns.

5.082 Effects on the train. The train moves only along the rail hexes, and ignores all terrain over which the rails pass. See Section 5.10.

5.083 Effects on GEVs. Because of their speed and vulnerability, GEVs are greatly affected by terrain, as follows. *Roads* and *water* are the same to GEVs. A GEV which starts its turn on either road or water, and spends the entire movement phase on that road or water, may move one extra hex along that road or water. *Note:* A

GEV cannot start a phase on road and switch to water, or vice versa, and get the bonus. Since a GEV has two movement phases each turn, it can get a bonus twice per turn, and move a total of 9 hexes along either road or water.

Forest and *swamp* are the same to GEVs. A GEV must pay 2 movement points to enter a forest or swamp hex. Furthermore, a GEV ends its movement for the *turn* when it enters a forest or swamp hex. If it enters on its first movement phase, it does *not* get a second phase. Finally, a GEV entering a forest or swamp hex may become disabled. Roll one die when each GEV enters forest or swamp. A result of 1 or 2 means that unit is disabled; any other result means it is unaffected. A unit disabled by swamp must roll again at the beginning of its next turn. On a roll of 1 or 2, it remains disabled; otherwise, it recovers. Note that the restriction on GEV movement in forests means that it will take a GEV five turns, *at least*, to move through five hexes of forest.

Towns affect GEVs like forest or swamp, except that *there* is no chance of the GEVs becoming disabled.

Streams delay GEVs. A GEV which reaches a stream must stop and may not cross it until its next movement phase. There is no cost for crossing the stream, but an armor unit must be next to one at the beginning of its movement phase in order to cross.

5.084 Effects on Heavy Tanks and Ogres. Heavy Tanks (and Ogres, if you are using them) use the following terrain effects: *roads* benefit them as they do all other units; a unit which spends its entire move on

the road may move one bonus hex along the road.

Town hexes cost 2 movement points to enter.

Streams and *forests* do not slow them; ignore stream and forest markings.

Water hexes may not be entered by Heavy Tanks, but Ogres may enter water at a cost of 2 movement points per hex; an Ogre may always move at least one hex per turn while underwater.

A Heavy Tank or Ogre entering a *swamp* hex must roll one die; on a roll of 1 or 2, the unit is *stuck*. A stuck unit may fire its weapon(s) normally, but may not move for the rest of the game.

5.085 Effects on Light Tanks, Missile Tanks, Mobile CPs and MHWZs. Terrain affects these units in the following manner:

Water blocks all movement. None of these units is allowed to enter water hexes.

Streams delay movement; a unit coming to a stream must stop and may not cross the stream until its next movement turn. (In other words, the only way to cross a stream is to start the movement phase next to it.)

Forest and *town* hexes cost 2 movement points to enter.

Swamp also costs 2 movement points to enter; in addition, a unit which enters a swamp hex must stop its movement for that turn and roll one die. A result of 1 or 2 means that unit is disabled; any other result means the unit is unaffected. A unit disabled by swamp must roll again at the beginning of its next turn. On a roll of 1 or 2, it remains disabled; otherwise, it recovers. A unit remains disabled as long as its owner continues to roll 1s and 2s each turn.

5.09 Minimum movement. Regardless of other terrain effects, any unit which is capable of moving at all may move one hex per turn, as long as it is not moving into totally prohibited terrain. For example, a Mobile Howitzer (M1) could move its one hex into forest, swamp or town, even though 2 movement points are required to enter such hexes.

5.10 Train movement. There are four train counters; each represents a different speed of the train. Each counter has two movement numbers, e.g., M4/5. This counter would indicate that the train could move forward either 4 or 5 hexes (owning

player's choice) next turn. The train must *always* go forward unless it begins the turn represented by the M0/1 counter. In this case, it may either go one hex forward, stand still, or go one hex *backward*. The train must move one of the two distances shown by the counter representing it at the *beginning* of the turn. If the train is represented by the M4/5 counter, it must move either 4 or 5 hexes forward that turn.

5.101 Changing speed. At the *end* of each turn, the player owning the train may change its speed by one counter faster or slower. That is, if its speed was M2/3, he may change it to M0/1 or to M4/5. If it was M4/5, he may change it to M2/3 or to M6/7. If it was 6/7, it may go only to 4/5; if it was 0/1, it may go only to 2/3. Of course, the speed may always stay the same if no change is desired. *Note:* If the train begins to back up, it maintains the new direction unless it changes direction a second time. The train is capable of equal speed in forward and reverse.

5.11 Infantry riding tanks. Infantry may increase their speed by "hitching a ride" on Light or Heavy Tanks. Each Light or Heavy Tank may carry one squad (1 strength point) of infantry. Stacking limits must be followed. The tank and infantry may both fire normally. (Consider: A tank is a *stable* firing platform, compared to what these infantry are used to.) If the tank + infantry combination is fired on, the attack makes *one* die roll for each attack on the combination, but calculates the odds separately for the tank and infantry and applies the results separately. Example: A Missile Tank fires on a Heavy Tank carrying infantry. The die roll is a 2. The attack is a 3-to-1 on the infantry (a 2 eliminates it), but only a 1-to-1 on the Heavy (a 2 has no effect). This procedure is followed in both normal combat and overruns. Spillover fire (Section 6.08) is *not* calculated; the two units are one target.

5.111 Mount/dismount sequencing for tank riders. To mount a tank, an infantry unit must begin its turn in the hex with that tank. The infantry unit may dismount any time thereafter, on that turn or a later one, but may *not* move "on its own" on the turn it dismounts. It may fire normally on the turn it dismounts.

5.12 Escape. Any unit *except* a command post may leave the map (in pursuit of victory conditions or to escape destruction) on the sides listed in each scenario. Units which leave on other sides are considered lost to the enemy. No unit may re-enter the map once it has left.

6.00 COMBAT

6.01 Sequencing. A fire phase occurs after each player's movement phase. Units do *not* fire again after second-phase GEV movement.

6.02 Combat factors. Each standard counter carries a Combat Factor expressed as two numbers separated by a slash — e.g., 4/2. The first number shows the unit's *attack strength*; the second shows its range — that is, the maximum number of hexes at which that unit may attack.

6.03 Defense strength. Each standard counter also has a *defense strength* in the top left-hand corner — e.g., D2.

6.04 Attacks. In general, each attack is resolved by comparing attack and defense strengths of the units involved, and then rolling a die. Specifically: For each attack, all attack strengths involved are totaled, and then compared with the defense strength of the target in ratio form. This ratio is then rounded off *in the defending unit's favor* to one of the ratios shown on the Combat Results Table. In other words, the *target* of the attack, whether it is an attacker or defender in the overall scenario, gets the benefit of the rounding-off. Examples: Attack strength 3 vs. defense strength 3 would be a 1-to-1 attack. Attack strength 3 vs. defense strength 2 would be a 1-to-1 also. Attack strength 2 vs. defense strength 3 would be a 1-to-2. Attack strength 1 vs. defense strength 3 would be ineffective. Attack strength 6 vs. defense strength 1 would be a 6-to-1 (the defender would be eliminated automatically; see the CRT). Once the ratio is determined and rounded off, the attacker rolls one die and consults the proper column of the CRT to find the result. Results are applied immediately.

All units may fire at anything in range; there are no line-of-sight limitations. This is due to the computer-controlled indirect fire.

6.05 Combat with the train. The train's attack strength depends on the scenario. Its

defense strength is D3. *Either* hex of the train may be fired on. Only an X result affects the train. Destruction of the rear train hex (or either hex, if the train stood still last turn on its last movement) destroys the track in that hex but does not affect the front train hex; it merely turns the train into a one-hex counter. Destruction of the front train hex, though, destroys the whole train and the track in both train hexes.

6.06 Combining attacks. Any number of units may combine their attack strengths into a single attack on any target except Ogre treads.

6.07 Multiple attacks. Any number of successive attacks may be made against any unit in one turn, provided that (except in overrun combat) each attacker fires only once.

6.08 Attacks on stacked units: spillover fire. When units are stacked (that is, when more than one counter is placed in the same hex), they may be attacked as follows: The attacking player declares *one* of the counters to be the "target" of the attack. The attack on the target is resolved normally. Each *other* unit counter in the hex then immediately suffers an attack at half the strength used in the attack on the target; this represents "spillover" fire and blast effect. When a unit suffers spillover fire, all combat results from the CRT are reduced in effect: An X on the CRT is treated as a D, and a D is treated as "no effect." Units can be disabled by spillover fire, but (except for single squads of infantry) never eliminated. Example: A Heavy Tank, Missile Tank and infantry 1/1 are in the same hex. The hex is fired on by a Howitzer (attack strength 6); the Heavy is the target. Its defense is 3, so it suffers a 2-to-1 attack. At the same time, the other two units in the hex each suffer a half-strength (that is, attack strength 3) spillover attack — which would be a 1-to-1 on the Missile Tank and a 3-to-1 on the infantry. Each of the attacks is resolved separately. A stationary target (bridge, road, RR, or M0 CP) is treated like a separate unit for purposes of determining spillover fire. *A town hex is affected by the full force of any fire directed into it, whether it was the "target" or not.*

6.081 Attacks on stacked infantry units. When a stack containing several in-

fantry units undergoes an attack (regular or spillover), the owning player may determine how they are grouped. For instance, 5 squads of infantry could be attacked as a 3 and a 2, or as a 2, 2 and 1, or as five 1s . . . etc. It is up to the *owning* player to determine how the squads are deployed; the enemy then decides which will be the target. In an overrun attack (below), though, each squad is always a separate unit.

6.082 Units affected by spillover fire. All units (friendly or enemy) in a hex are affected by spillover fire, except: (a) a unit's own fire does not spill over onto it, and no spillover fire is calculated in an overrun; (b) separate spillover fire is not calculated for a tank and the infantry riding it (Section 5.11); (c) a "spillover" attack on a town hex (*not* the units in it, but the *town* itself) is always resolved at full strength, not half strength.

6.09 Multiple targets. Only infantry may divide its attack strength between targets. For instance, a 2/1 infantry could attack one GEV at 1-to-1, or two different GEVs at 1-to-2 each, or the *same* one GEV at 1-to-2 each time. No other unit may divide its attack strength in any way. Note: Infantry cannot divide itself into attack strengths of other than whole numbers — no fractions.

6.10 Weaponry. It is assumed that most weapons are heavy rapid-fire cannon using tactical nuclear shells, capable of either direct or indirect fire in any direction. Each unit may apply its attack strength once and only once per turn, except in overrun situations.

6.101 Ogre weaponry. Ogre AP (anti-personnel) weapons represent a variety of different devices, and are effective only against CPs with a defense of zero and infantry. Other Ogre weapons are "standard" cannon and missiles, and can be used against any targets, including infantry.

6.11 Terrain effects on combat. By increasing the difficulty of detection and providing cover, some types of terrain increase the defensive strengths of units (including Ogres) within them, as follows:

6.111 Forest and swamp. Forest and swamp hexes double the defensive strength of infantry. They do not affect the defensive strength of other units.

6.112 Towns. Town hexes triple the defensive strength of infantry, and double the defensive strength of all other units, including the train. A town hex gives a D0 CP a defense of 1. When Ogre treads are the target in a town, they are destroyed only on a roll of 6.

6.113 Water. An infantry unit in a water hex may not attack; its defense strength is unaffected. A GEV on water attacks and defends normally. An Ogre submerged in a water hex may not attack. It may not be attacked except by Howitzers, Mobile Howitzers, and Ogre missiles. Furthermore, all attacks made against the Ogre are at half strength.

6.12 Timing. A player may make his attacks in any order and may observe the results of each attack before announcing and carrying out the next, in order to most efficiently use his strength. However, a player must always announce *what* he is attacking, *what* he is attacking *with*, and the *odds*, *before* rolling the die — e.g., "All right, I am now attacking that Missile Tank *there*, with these two GEVs *here* and *here*, which is a 2-to-1."

6.13 Overrun attacks. An overrun attack takes place *during the movement phase*. The moving player (attacker) initiates an overrun by moving one or more units into an enemy-occupied hex. Overrun combat is settled immediately, before the attacker's movement phase continues.

6.131 Attack strength in overruns. Attack strengths of infantry and Ogre weapons are doubled in overrun attacks, whether they belong to the attacker or the defender. *Disabled* units may fire in an overrun situation: any disabled unit in an overrun hex may fire at half its attack strength. Any CP has an attack strength of 1 in an overrun ($\frac{1}{2}$ if it is disabled). All other units have normal attack strengths.

6.132 Defense strength in overruns. Defending units in an overrun attack get their normal defensive multipliers, if any, for the terrain in that hex. The attacker in a overrun does *not* get any bonus; all attacking units defend at their printed strengths.

6.133 Resolving an overrun attack. When an overrun takes place, all infantry units in that hex are divided into 1-squad units, and all units in that hex (on both

sides) are removed to a spot beside the board. Combat will take place between *those units only* until only one player has units left.

Overrun combat is resolved in "fire rounds." The *defender* has the first fire round. Each of his units from that hex (including disabled ones) fires once. Any attacker receiving *either* a D or X result is removed. Surviving attackers (including any disabled due to terrain when entering the hex) may then return fire, and any defending unit receiving either a D or X is removed. Surviving defenders then fire again . . . and so on until all units on one side are gone.

Note: "Spillover" fire is not calculated in an overrun, because shots at close range will be better aimed. However, these well-aimed shots mean that units receiving a D result during an overrun are considered destroyed, instead of just disabled.

Units can combine fire, or fire in succession on one target, just as in a regular attack, as long as no unit fires more than once per fire round.

6.134 Ogre overrun rules. Ogres in an overrun situation follow the above rules, except that: (1) In an overrun, an Ogre may ram any one enemy unit (except another Ogre or infantry), destroying it, at the end of its first fire round. (2) If an Ogre loses all its guns during overrun combat, it is removed from the overrun combat after two further enemy fire rounds and replaced in the hex (thus, when Ogres are involved, overrun combat may end with opposing units still in the same hex). If that Ogre was an attacker, it may then use any movement points it has remaining to leave the hex. (3) If one Ogre rams another after the first fire round, as in (1) above, damage to each is calculated as given in *Ogre*. An Ogre may only ram one unit per overrun combat.

6.135 Overrun attacks on the train. If the train overruns, or is overrun, it is destroyed. Even a disabled unit can destroy the train if it is in the same hex. Exception: An overrun onto the rear hex of the train destroys only that hex. *Note:* This rule assumes the train is unarmed. If you are using the armed-train rule, treat the overrun (or overrunning) hex of the train just like any other unit in resolving overrun combat.

6.136 Movement and stacking before overruns. Since an overrun takes place *during* a movement phase, more than 5 units may participate in an overrun attack. However, the stacking limit of 5 *must* be observed at the end of the movement phase, even if the attacker must lose units to comply. It is permissible to bring units different distances to let them participate in the same overrun. For instance, one GEV could move one hex into an enemy hex; another could move two hexes, and another four, into the same hex; the attacker could then declare the overrun and all three ramming GEVs would participate.

6.137 "Overrun" situations on water hexes. GEVs are unaffected by water. Ogres and infantry can enter water hexes, but cannot attack while there. Therefore, GEVs may sometimes overrun Ogres or infantry in the water, or vice versa. An overrun by GEVs has no effect on an underwater Ogre, and vice versa. Hostile Ogres may fight each other underwater — missiles only. An overrun between GEVs and "swimming" infantry destroys the infantry (they cannot fire back). Hostile infantry units and Ogres may occupy the same water hex without combat.

6.138 Resuming play after an overrun. Place all surviving units back in the contested hex. The attacker's movement phase continues. If he won the overrun attack, and any of his surviving units have movement points left, they may continue to move, and may participate in another overrun. Any of the attacker's units which had not yet moved may now move freely through the contested hex.

6.139 Notes on overruns. Obviously, the defender has a great advantage in a situation *where* the attacker runs right into his guns. Infantry is powerful in an overrun; their weapons are more effective at close range, and their reactions are better. An Ogre's robot reflexes make it deadly at close quarters, too.

Even a disabled unit may fight in overrun combat. Every vehicle carries a computer to aid in movement and fire control; should the crew be knocked out, the tank will continue to protect itself against immediate dangers. It won't maneuver or make

long-range shots — but it can hide behind a ridgeline and fire on an enemy unit nearby.

It will rarely be to the attacker's advantage to make an overrun unless he has a strongly superior force, or *must* clear a hex to open a line of movement. Overrunning a position in any but clear terrain is expensive. Overrunning an Ogre is usually suicide. Overrunning *with* an Ogre will clear out almost any position — but the Ogre may be badly battered in the process.

6.14 CRT results. Three possible outcomes are shown on the Combat Results Table. An NE indicates "no effect" to the unit attacked. An X indicates destruction of the unit attacked; remove it from the board. The intermediate result is a D. When an infantry unit receives a D result, it is immediately reduced by one strength point. When an armor unit receives a D result, it is "disabled." A disabled unit cannot fire (except during overrun combat) or move; turn the counter over. If it receives another D result while disabled, it is destroyed.

A unit disabled by enemy fire recovers after one *full* enemy turn has passed. If it is disabled on its own turn, it remains disabled through the enemy turn and can move on its own next turn. If it becomes disabled on an enemy turn, it remains disabled through that enemy turn, through its own turn, and through the next enemy turn; it then recovers. In other words, if you disable a unit, you can shoot at it for the rest of that turn, and for your next turn, while it's disabled.

A D result does not affect towns, bridges, roads, railroads, the train, or Ogres. Its only effect on a CP is to immobilize it temporarily, as per armor units.

6.141 Spillover CRT results. When spillover fire occurs, each result on the CRT is "taken down" one step. A D result is read as NE, and an X is read as a D. To affect a unit (except a town — see Section 6.08) with a half-strength spillover, you must roll an X — and then it counts only as a D.

6.142 Overrun CRT results. When an overrun attack occurs, treat any D or X result to non-Ogre units as an X. Only a *true* X affects an Ogre weapon, though.

7.00 ENDING THE GAME

7.01 Regular games. The scenarios given here do not end until one force is

entirely gone from the map, through destruction, withdrawal, or both. Each scenario specifies the side(s) from which each player may withdraw (escape) units safely. Units leaving from other sides are considered destroyed by the enemy. Command posts may *not* leave the map.

7.02 Time limit games. In devising your own scenarios or varying these, there are two ways that time limits can be added for a greater challenge. The first is to give the attacker an objective which he must take in a given number of turns. The second is to use a chess clock with any scenario — so that each player must complete his move within a short time.

8.00 OPTIONAL RULES

8.01 General. Some of these rules are called for in certain scenarios; others are wholly optional. They can be added for interest and complexity after the basic game is fully mastered. Optional rules may be used singly or in combination.

8.02 Mines. The defender is given a predetermined number of mines; he places them in whatever hexes he wishes, recording the hex numbers. The attacker does not know which hexes are mined. If a mine is on a road, it automatically explodes when any unit enters that hex on the road. If a mine is *not* on a road (it may be in the road hex but not on the road), it explodes only on a die roll of 6 (5 or 6 for an Ogre). If an infantry unit sets off a mine, it is reduced in strength by 1; any armor unit is destroyed. (If an Ogre sets off a mine, roll 1 die; the result is the number of tread units lost.) The player owning the mine rolls the die, but does not reveal which hex was mined unless the mine actually explodes. An exploded mine is destroyed. A mine explosion on a bridge or town hex destroys it. Any hex may be mined; any number of mines may be placed in a hex. A mine explosion affects only the unit setting it off.

8.03 Destruction of town hexes. Each town hex has a defense strength of 1. It is unaffected (for purposes of the game, that is!) by any result except an X. Spillover fire into a town hex has full, rather than half, effect on the town. If a town hex is demolished by an X result, its effects on movement and defensive strength are unchanged,

except that roads and railroads no longer lead through the hex (they are blocked by rubble).

8.04 Destruction of bridges. Most bridges have defensive strengths of D6. A bridge may be attacked by firing at any hex in which part of it lies. Fire on more than one of its hexes can be combined for effect. Only an X result destroys a bridge (however, a bridge is automatically destroyed if fired at from one of its own hexes). Destruction of a bridge cuts the road there.

8.041 Destruction of the river bridge. The large river bridge at hex 2013 has a defense strength of 8 rather than 6. If it is destroyed, GEVs can no longer cross the river surface in that hex — and, of course, units cannot cross the river on the destroyed bridge. No units may enter that hex *at all* except Ogres and infantry (which treat the hex as swamp). Any unit on the center hex of the river bridge when the bridge is destroyed goes with it, *except* an Ogre. An Ogre falls into the river in that hex. Four dice are rolled; this is the amount of damage done to the Ogre's treads. Each other component of the Ogre immediately suffers a 1-to-1 attack.

8.05 Destruction of roads and rail hexes. The road or railroad in a hex normally has a defensive strength of D3 (hard to hit!) and is affected only by an X result. However, any attack against road or railroad by a unit in that same road or rail hex will destroy the road or railroad automatically. The hex numbers of destroyed roads and railroads should be recorded. When a road is destroyed in a hex, treat the hex as though it consisted only of the other terrain in the hex. *Note:* The train is destroyed if it enters a hex where the rails have been destroyed.

8.06 Turning town and forest hexes to rubble. Players may make up "rubble" markers to place on completely destroyed town and forest hexes. A town or forest hex is turned to rubble after any attack or combination of attacks totaling 12 attack strength points has been directed against the hex *or* units in the hex. Overrun combat does not count. All units treat rubble exactly as though it is swamp *except* Ogres. Ogres treat rubble as though it is forest. *Note:* Although this rule adds realism, it requires quite a bit of bookkeeping.

8.07 Specifications for the Ogre Mark IV. For those players who are adding *Ogre* rules, here are the specs for the Mark IV. This was a large but lightly built "raider" unit — as expensive to build as a Mark V, but specialized for hit-and-run attacks. It could demolish a Mark III, and make a good showing against a Mark V — but its real purpose was to penetrate an enemy position, wreak long-range havoc with its missiles, and withdraw.

Stats for the Mark IV are given on the *Ogre* record sheets in the pull-out section.

8.071 Missile rack rules. The "missile rack" is a new weapons system not seen in *Ogre*. Each missile rack can fire one missile *per turn*. The missiles are stored inside the Ogre and can *only* be fired through a missile rack. Therefore, an undamaged Mark IV can fire three missiles *per turn*. A missile rack has a defense of 4. The missiles have no defense strength — they cannot be destroyed while inside the Ogre. When all missile racks are destroyed, *or* when all 15 missiles are gone, the Mark IV can no longer fire missiles. Destruction of a missile rack destroys one missile at the same time; this is the only way these missiles can be destroyed before firing.

Treat the Mark IV as a Mark III for ramming purposes in *Ogre* — it does 2 dice of damage.

8.08 Specifications for the Ogre Mark II. This was the first Ogre to be mass-produced (the Mark I was essentially a standard heavy tank controlled by a robot brain instead of a crew). It worked well, but demand for heavier armament soon resulted in its replacement by the Mark III for most purposes. However, the Mark II remained in limited production for many years.

When using *Ogre* rules, the Mark II does one die of ramming damage.

Stats for the Mark II are given on the *Ogre* record sheets in the pull-out section.

9.00 SCENARIOS

9.01 General rules. Each of the scenarios in this section represents a possible military action. Rules for each scenario include Setup (what units each side gets, and where they are placed on the map), Special Rules (any variations from the standard rules required for the scenario), Objectives (what

each side is trying to accomplish, and victory points received), and Victory Conditions (to determine who wins).

9.011 General setup rules. Each scenario specifies what units each side receives at the beginning of the game, and where on the map they may be placed and/or when and where they may enter. Units may be set up in any terrain type except water; Ogres and GEVs may be set up in any terrain at all. Units which are set up in swamp are assumed to be safe when the game begins, but non-infantry units will have to roll to determine if they become disabled (or stuck) should they enter another swamp hex.

In some scenarios, players are not given specific units; instead, they will be given a specified number of infantry and a certain allowance for "armor units." Within the limitations of the counter set supplied, the player may pick any combination of armor units to make up this number. However:

Whenever a player takes *Howitzers* or *Mobile Howitzers*, they count *double* — that is, each counts as *two* armor units.

Whenever a player takes *Light Tanks*, each counts only *half* — that is, a player may take *two* Light Tanks instead of one armor unit.

Howitzers and MHWZs are large, expensive units; a commander would have few available. Light Tanks, on the other hand, are small, cheap and expendable.

9.012 Victory points. Each player earns "victory points" for accomplishing certain objectives. Each scenario has its own objectives and victory point lists. However, one objective — the destruction of enemy units — is standard to almost any operation. Therefore, for *all* scenarios in *G.E.V.*, each player earns victory points for destroying enemy units as follows:

For each strength point of infantry destroyed: 2 points.

For each Light Tank destroyed: 3 points.

For each GEV, Heavy Tank or Missile Tank destroyed: 6 points.

For each Howitzer or MHWZ destroyed: 12 points.

If *Ogre* is being used, players get victory points for each enemy Ogre or Heavy Tank trapped on the map — either stuck in swamp or left without treads — when all other

enemy units have left the map: 12 points for a HVY (which is *captured!*), 60 points for a trapped Mark II, 100 points for a trapped Mark III, and 150 points for a trapped Mark IV or V. For damage done to enemy Ogres which escape from the map, or for any damage to enemy Ogres when the enemy is left in possession of the map:

For every tread unit destroyed: 1 point.

For every AP gun destroyed: 1 point.

For every secondary battery gun destroyed: 4 points.

For every main battery gun destroyed: 8 points.

For every missile rack destroyed: 6 points.

For every missile expended (fired *or* destroyed): 1 point.

9.02 BREAKTHROUGH.

The Breakthrough scenarios represent an attempt to penetrate a defensive perimeter in order to strike at a weakly defended rear area.

9.021 Basic scenario setup. The defending (Pan-European) player (White) gets 20 strength points of infantry and 6 armor units, which he may place anywhere *on* or *north of* the road from hex 0104 (W edge of the map) to hex 2315 (E edge). He sets up his units "covered" — each unit has another counter on top to hide it. The attacking (Combine) player gets 12 GEVs and moves first, entering on any hex(es) on the S edge of the map; the entry hex counts for movement. Defending units are uncovered at the end of the attacker's first movement phase. The attacker does not have to commit all his GEVs on Turn 1.

9.022 Special rules. All town hexes are considered destroyed already (see Section 8.03); all bridges are also out (Section 8.04). Note that this *cuts the roads* where they pass through a town or over a bridge.

9.023 Escape. Attackers escaping the map can leave either the N or S side (though only N counts for victory points). Defenders may escape on the N, E or W side.

9.024 Objectives and victory points. The attacker's objective is to get as many GEVs as possible off the map from the north side, as quickly as possible. The attacker gets 8 victory points for every GEV leaving the north side of the map on or be-

fore his 8th turn, 5 for every GEV leaving the north side on his 9th or 10th turns, and 3 for every one leaving on any later turn. GEVs leaving elsewhere are good for no victory points. Both sides get points for destroyed enemy units. The game ends when all the attacker's GEVs have left the map.

9.025 Advanced scenario. Use the same rules, objective and setup, except that the defender gets 24 strength points of infantry and 8 armor units, and the attacker gets 16 GEVs.

9.026 Ogre scenario. The defender gets 30 strength points of infantry and 20 armor units. The attacker gets one Ogre Mark IV and 6 GEVs. The attacker gets victory points as above for GEVs which leave the north side of the map, and victory points for the Ogre as follows: None if it leaves the north side of the map on or after Turn 10, 15 if it leaves on Turn 9, 30 if it leaves on Turn 8, 45 if it leaves on Turn 7, and 60 if it leaves on Turn 6.

9.027 Victory levels. The winner is determined by comparing the number of victory points gained by each player, as follows:

Attacker ahead by 50 or more points: decisive Combine victory.

Attacker ahead by 21-49 points: marginal Combine victory.

Attacker ahead by 0-20 points: no clear victor.

Defender ahead by 1-20 points: marginal Paneuropean victory.

Defender ahead by 21 or more points: decisive Paneuropean victory.

9.03 RAID.

These scenarios depict an attack on a rear area, of the type that might be made after the breakthrough shown in the first scenario.

9.031 Setup. The defending (Paneuropean) player (White) gets the following: 20 strength points of infantry, 4 armor units, Command Post Alpha (D3, M0), and Command Post Beta (D1, M1). Command Posts must be set up at least 12 hexes apart. The defender may place his units (covered — see 9.021) anywhere on the map. The attacking (Combine) player (Black) gets 10 GEVs, which enter from any hex(es) on the south edge of the map. The entry hex

counts for movement. The defender uncovers all his units after the attacker's first movement phase. The attacker does not have to commit all his GEVs on Turn 1. (Variation: Make some or all of the attacking units Heavy Tanks!)

9.032 Reinforcements. At the beginning of his movement phase each turn, the defender rolls one die for reinforcements and another die for the hex they enter, as follows:

Reinforcement Type

1. Heavy Tank
2. 2 Light Tanks (together)
3. Missile Tank
4. GEV
5. GEV
6. 3 squads of infantry

Entry Hex

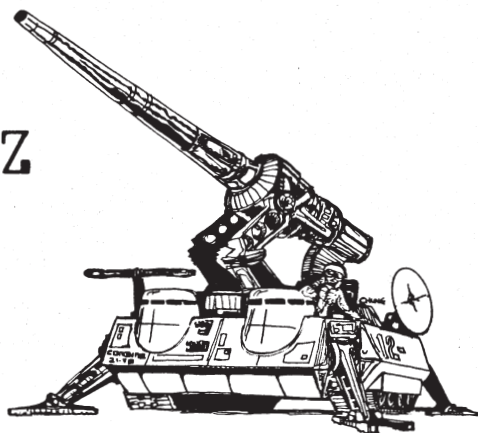
1. 2315 (E)
2. 2304 (E)
3. 1801 (N)
4. 0401 (N)
5. 0104 (W)
6. Any hex on the north edge

If reinforcing units enter on a road hex, they are assumed to have been on the road last turn, and they may take the road bonus on the turn they enter. If the road hex they are to enter is cut (for example, by destruction of the town at 2315), they cannot get the road bonus and must pay the 2-movement-point entry cost for that hex. If enemy units occupy their entry hex, they may either overrun or enter on the nearest unoccupied edge hex to either side. The defender may delay reinforcements for any number of turns — but if they come in, they must enter at the hex originally determined. The defender may decline to bring in a unit, if he wishes.

9.033 Special rules. At the beginning of the game, no town or bridge hexes are destroyed. Use Sections 8.03, 8.04 and 8.05, since one of the attacker's objectives is to destroy town hexes.

9.034 Objectives and victory points. The attacker's objective is to wreak as much havoc as possible. He gets 25 victory points for destroying CP Alpha, 15 for CP Beta, 8 for each town hex, 8 for the river bridge at 2133, 4 for any other bridge, and

MHWZ



2 for each hex of RR track. Make note of destroyed hexes by number as the game progresses. Both sides also get victory points for destruction of enemy units.

9.035 Escape. Defenders may escape from the N, E or W sides. Attackers may escape only from the S side, back toward friendly lines.

9.036 Advanced scenario. Use the same rules, objectives and setup. The defender starts with 24 strength points of infantry and 8 armor units, as well as the two CPs used above, and CP Gamma (D1, M2, worth 15 victory points to the attacker). The attacker gets 16 GEVs. The defender rolls once for reinforcements on odd-numbered turns, and twice on even-numbered turns.

9.037 Ogre scenario. The defender gets the same setup and reinforcements used in 9.036, except that he starts with 30 strength points of infantry. The attacker gets an Ogre Mark IV and 6 GEVs. Alternate defending force: the defender starts with *one* Ogre Mark V in town hex 1409, and his 3 CPs anywhere on the map, rolling twice each turn for reinforcements.

9.038 Victory levels. The winner is determined by comparing the number of victory points gained by each player, as follows:

Attacker ahead by 150 or more points: decisive Combine victory.

Attacker ahead by 110-149 points: marginal Combine victory.

Attacker ahead by 80-109 points: no clear victor.

Attacker ahead by 30-79 points: marginal Paneuropean victory.

Attacker ahead by 29 points or less: decisive Paneuropean victory.

9.04 THE TRAIN.

These scenarios depict a surprise "push" to destroy a train carrying reinforcements and ammunition to a depot near the front.

9.041 Setup. The attacking (Combine) player (Black) gets 12 strength points of infantry and 16 armor units, which may be placed anywhere in the southeast corner of the board — that is, that land area south and east of the river and lake. Units may not be set up on the bridge. The attacker may bring in an additional 4 armor units from any edge hex in this area on Turn 2. The attacker will move first.

The defending (Paneuropean) player (White) gets 20 strength points of infantry and 12 armor units, which may be set up anywhere on the remaining portion of the map, but no closer than 4 hexes to the Combine-controlled area defined above. The defender gets no reinforcements.

Both sides set up their units openly; attacker sets up first. After the defender sets up his units, he writes down the turn the train will enter and sets it aside; the train may enter on any turn from Turn 4 to Turn 8. On the turn the train enters, the defending player shows the attacking player what he had written earlier, to confirm that the train is on schedule. The train enters from the west side of the map, at any speed.

9.042 Special rules. No town or bridge hexes are destroyed at the beginning of the scenario. It is suggested that Sections 8.03

and 8.04 be used. Section 8.05 must be used.

9.043 Objectives and victory points.

The attacker's objective is to destroy the train by any means — either direct fire or destruction of the tracks just before the train reaches them. The defender's objective is to preserve the train, and preferably to have it reach its destination. The attacker gets 20 victory points for each half of the train he destroys, 10 for each half which ends up stranded on the board with track cut on both sides, and 5 for each half of the train that backs off the west edge of the map. The defender gets 15 victory points for each half of the train that leaves the east side of the board. If the train backs off the west side, it cannot re-enter. The defender loses 12 victory points if *he* destroys the river bridge, but none if the attacker destroys it.

9.044 Escape. Attacking units may escape from any edge hex in the area where they set up, or along the S side. Defenders may escape anywhere on the N or W side.

9.045 Armed-train variation. The defender may give up from 1 to 4 armor units. For each one given up, he can put one 4/2 gun on *each* of the two hexes occupied by the train. These guns have no separate defense strength; if the train goes, they go.

9.046 Ogre scenario. Use the setup in 9.041, except that the defending forces are doubled and set up first. The attacker gets a single Ogre Mark IV.

9.047 Victory conditions. Victory is determined by straight comparison of victory points totals. Winning by 40 or more points is a decisive victory; winning by 20-39 points is a marginal victory; winning by less than 20 points is basically a tie, with honors going to the player with more points.

9.05 CEASEFIRE COLLAPSE.

This scenario depicts the situation immediately after the breakdown of the thirty-five set of peace talks as hostile forces swarm across a narrow DMZ.

9.051 Setup. Players receive equivalent forces. Each gets 16 armor units and 18 strength points of infantry. Each side also has two CPs: CP Alpha (D3, M0) and CP Beta (player's choice of D2, M0 or D1,

M1). Place a screen to separate the map in two. One player sets up anywhere on or west of the road from hex 0401 to hex 0422. The other sets up anywhere on or east of the jagged line formed by the roads from hex 1801 to hex 2203, to hex 1408, to hex 2315, to hex 1822. The screen is then removed, and players flip a coin to determine who moves first.

9.052 Special rules. All town hexes are already destroyed except 0403 and 0404 (to the NW) and 1718 and 1818 (to the SE). All bridges are intact. Section 8.03 should be used; 8.04 and 8.05 must be used.

The players, by mutual consent, may "honor the ceasefire" and end the game at any time that three turns have gone by without combat — i.e., when neither commander feels he has anything to gain by pressing the attack.

9.053 Objectives and victory points. The major objective is simply to shoot up the enemy's units and territory. All regular victory points apply. For destroying one of the enemy's two remaining town hexes, score 5 points; for destroying both, score 15. For destroying the enemy CP Alpha, score 30 points. For destroying his CP Beta, score 15 points.

For controlling the map at the end of the game (no enemy units left except stuck or immobile Ogres), score 15 points in the basic game, 25 in the advanced or Ogre scenarios.

9.054 Escape. The side which set up to the west may only escape from the west; the side set up to the east may only escape from the east.

9.055 Advanced scenario. Each side gets 20 armor units and 30 squads of infantry.

9.056 Ogre scenarios. Either side has the option of trading 12 armor units for a Mark IV or V Ogre, 8 for a Mark III, or 5 for a Mark II. (These "trade" values do not accurately reflect the cost of an Ogre; this a "higher stakes" scenario, and a player who does not take at least one Ogre should lose.) Otherwise, play as in basic or advanced scenarios, above.

9.057 Victory conditions. Use the victory conditions given for the Train scenario in Section 9.047.

OGRE / G.E.V. COMBAT RESULTS TABLE

Die Roll	Combat Odds				
	1-2	1-1	2-1	3-1	4-1
1	NE	NE	NE	D	D
2	NE	NE	D	D	X
3	NE	D	D	X	X
4	NE	D	X	X	X
5	D	X	X	X	X
6	X	X	X	X	X

Combat ratios are always rounded off in favor of the defending unit. Attacks at 5-to-1 or better are an automatic X.

For *regular combat*, read the table just as it is written. For *overrun* attacks, read each D as an X, *unless* an Ogre is the target.

In *G.E.V.*, for *spillover* fire, read each D as an NE and each X as a D.

Explanation of CRT Symbols

NE: "no effect." The unit attacked is undamaged.

D: Four possible results, depending on the unit attacked.

An *Ogre* is undamaged.

An *infantry* unit has its strength reduced by 1; if its strength is only 1 already, it is eliminated.

An *armor* unit (or CP with D1 or more) is *disabled*. The counter is flipped over; it can neither move nor fire next turn. A disabled unit remains disabled until after the end of the enemy's *next* combat phase. If it was disabled by swamp, it must roll a 3, 4, 5 or 6 on one die to recover.

A *disabled armor* unit (or CP) is destroyed if it receives a second 'D' result while disabled.

X: If the unit attacked is an *Ogre*, the part of the Ogre that was attacked is destroyed, and should immediately be checked off the Ogre record sheet.

If the defender is any other unit, it is eliminated and removed from the map.

Note that *any* attack destroys a CP with defense of 0.



Ogre Statistics:

Faction	Name	Manufacture Date	Move	Treads	Weapons
Combine	Mark I	2060 onward	3	15	1 MB(4/3 D4) 4 AP(1/1 D1)
Pan-European	Pikeman	2080 onward	3	15	1 MB(4/3 D4) 4 AP(1/1 D1)
Combine	Mark II	2066 to 2076	3	30	1 MB(4/3 D4) 2 SB(3/2 D3) 6 AP(1/1 D1)
Combine	Mark III	2071 onward	3	45	1 MB(4/3 D4) 4 SB(3/2 D3) 8 AP(1/1 D1) 2 MSL(6/5 D3)
Pan-European	Legionnaire	2079 onward	3	45	1 MB(4/3 D4) 4 SB(3/2 D3) 8 AP(1/1 D1) 2 MSL(6/5 D3)
Combine	Mark III B	2073 onward	3	45	2 MB(4/3 D4) 4 SB(3/2 D3) 8 AP(1/1 D1) 4 MSL(6/5 D3)
Nihon	Steel Oni	2074 onward	3	45	2 MB(4/3 D4) 4 SB(3/2 D3) 12 AP(1/1 D1) 1 MR(D4) 4 Reloads(6/5)
Israel	Golem	2073 onward	3	45	1 MB(4/3 D4) 3 SB(3/2 D3) 10 AP(1/1 D1) 3 MR(D4) 9 Reloads(6/5)
Pan-European	Fencer	2084 onward	3	45	2 SB(3/2 D3) 8 AP(1/1 D1) 4 MR(D4) 20 Reloads(6/5)
Combine	Mark IV	2086 onward	4	60	1 MB(4/3 D4) 2 SB(3/2 D3) 8 AP(1/1 D1) 3 MR(D4) 15 Reloads(6/5)
Combine	Mark V	2076 onward	3	60	2 MB(4/3 D4) 6 SB(3/2 D3) 12 AP(1/1 D1) 6 MSL(6/5 D3)
Pan-European	Huscarl	2081 to 2089	3	60	2 MB(4/3 D4) 6 SB(3/2 D3) 12 AP(1/1 D1) 6 MSL(6/5 D3)
Nihon	Steel Samurai	2082 onward	3	60	2 MB(4/3 D4) 6 SB(3/2 D3) 16 AP(1/1 D1)
Combine	Mark VI*	2088 onward	3	75	3 MB(4/3 D4) 6 SB(3/2 D3) 16 AP(1/1 D1) 6 MSL(6/5 D3) 3 MR(D4) 15 Reloads(6/5)
Pan-European	Doppelsoldner*	2089 onward	3	75	2 MB(4/3 D4) 8 SB(3/2 D3) 12 AP(1/1 D1) 6 MSL(6/5 D3) 3 MR(D4) 15 Reloads(6/5)
Combine	Ninja+	2080 onward	4	40	1 MB(4/3 D4) 2 SB(3/2 D3) 8 AP(1/1 D1) 2 MSL(6/5 D3) 1 MR(D4) 4 Reloads(6/5)

*These models are in a state of flux right now. I'll update when the stats are finalized.

+Except for Infantry in an Overrun, all attacks against the Ninja are at -1 due to its extremely advanced ECM capabilities

Chinese Dragon Ogres:

The Chinese were never able to field true Ogres against the Nihon invasions, but the did field "Fake" Ogres, that is, Ogre sized and armed vehicles that were crewed by humans, with no more AI capabilities than conventional tanks. Though powerful, these "Dragon" class Ogres could never match up to true Ogres. My suggestion for "Dragon" Ogres are:

Use all stats from the Ogre Mark III. However, when attacking a weapon on a Dragon, "D" results do count. A weapon that receives a "D" result is disabled and may not fire on the owning player's turn. This "D" result is cleared at the end of the owning player's turn. Additional "D" results have no effect.

For example, several tanks fire on a Dragon Main Battery at 1:1 odds. I roll a 4, which is a "D" result. On regular Ogres this would have no effect, but on a Dragon the Main Battery is now disabled. I make another 1:1 attack against the disabled Main Battery, and roll a 3, which is also a "D" result. This second "D" result has no effect. On the Ogre's turn, it may not fire the Main Battery, and at the end of the turn the weapon is no longer disabled.

Karl's Ogre Miniatures rules:

Here are my quick and dirty miniature rules for playing Ogre/GEV using miniatures. Unless otherwise stated, all rules are according to GEV and Shockwave.

Scale:

The scale of this game is rather large, much larger than the actual miniature scales (even a huge Ogre is only 1/12th of an inch long in scale). Think of the game table as a holotank at Headquarters, with the miniatures as 3D icons, showing a visual representation of the units and terrain. Anyway, we can't measure distances from any part of the miniatures, as this is much too large, so we need to measure all distances on a miniature from one single point. Each miniature should have a good single point to measure from, hatches and whatnot, just be consistent. Distances on the Ogre are, of course, measure from the ball on the conning tower. Measure the distance from infantry stands from the one infantry figure permanently glued to the base.

The scale is 1" = 750 meters. Thus 2" equals 1 hex in regular GEV. Double the movement rate of all units and you get their movement rate in inches. Double the range of all units and you get their range in inches.

Spillover Fire:

If a unit is attacked and has any friendly unit(s) within 1" of it, these friendly units will undergo Spillover fire, as per the GEV rules.

Overrun Combat:

If any moving unit(s) move to within 1" of an enemy unit during their movement, they are initiating an Overrun. All units that moved into 1" range of the enemy unit are in the overrun, and any enemy units within 1" of the enemy unit being Overrun are "in the same hex", and thus are involved in the overrun as well.

Entering/Moving Through Bad Terrain:

When entering or moving in terrain that requires a die roll to see if the unit is Disabled/Stuck, this check is made as soon as the unit enters the terrain, or as it starts moving if it began the turn in the terrain. If the unit is not Disabled/Stuck it may then move up to 2", and then ends all movement for the turn.

Infantry Riding Vehicles:

Infantry may ride on tanks and APCs. The Infantry may not move on a turn that they ride on a vehicle, and Infantry may not Embark and Disembark in the same turn. The vehicle may move freely and embark/disembark the infantry at any time during their move.

Unit Summary:

Unit	Move	Attack	Range	Defense	Cost	Notes
Heavy Tank	6"	4	4"	3	6	
Missile Tank	4"	3	8"	2	6	
Light Tank	6"	2	4"	2	3	
Superheavy Tank	6"	3/3	6"	5	12	1
G.E.V.	8"/6"	2	4"	2	6	
Light G.E.V.	8"/6"	1	4"	1	3	
G.E.V. APC	6"/4"	1	4"	2	6	
Howitzer	0	6	16"	1	12	
Mobile Howitzer	2"	6	12"	1	12	
Infantry Squad	4"	1	2"	1	2	
Heavy Infantry Squad	4"	1	2"	1	4	2
Marine Infantry Squad	4"	1	2"	1	4	
Engineer Infantry Squads	4"	1	2"	1	4	
Ogre Mark III	6"/4"/2"	*	*	*	100	
Ogre Mark V	6"/4"/2"	*	*	*	150	
Main Battery	*	4	6"	4	*	
Secondary Battery	*	3	4"	3	*	
Missiles	*	6	10"	3	*	
Anti Personnel	*	1	2"	1	*	3

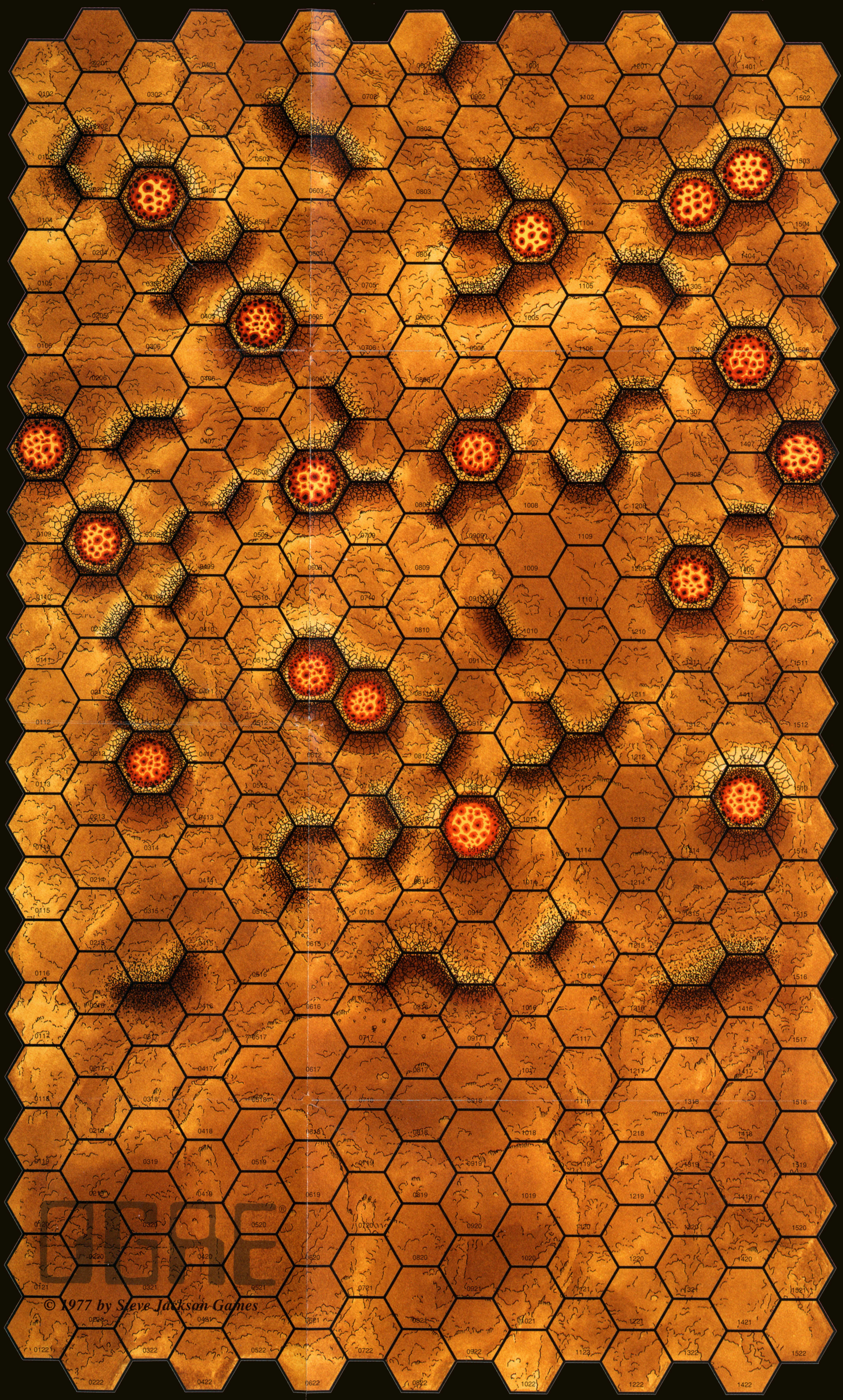
- 1) Has 2 Ogre Anti-Personnel guns
- 2) Has a single shot 3/8" attack
- 3) May attack Infantry and CPs only

OGRE / G.E.V.

COMBAT RESULTS TABLE

<i>Die Roll</i>	<i>Combat Odds</i>				
	<i>1-2</i>	<i>1-1</i>	<i>2-1</i>	<i>3-1</i>	<i>4-1</i>
<i>1</i>	NE	NE	NE	D	D
<i>2</i>	NE	NE	D	D	X
<i>3</i>	NE	D	D	X	X
<i>4</i>	NE	D	X	X	X
<i>5</i>	D	X	X	X	X
<i>6</i>	X	X	X	X	X

<i>Terrain Effects Table</i>		GEV	Lt. Tank, Missile Tank, Mobile CP, Mobile HWZ	Infantry	Heavy Tank, Ogre
CLEAR					
ROAD / BRIDGE		Any unit which begins its movement on the road, and stays on the road for an entire movement phase, may take a bonus movement of 1 extra hex. If taken, this extra hex MUST be used on the road.			
SWAMP		Costs 2 movement points to enter. Any unit entering ends its movement for the TURN (no 2nd phase for GEVs) and is immediately disabled on a die roll.		No effect on movement; defense strength doubled.	Like GEVs, etc., except unit is STUCK permanently on a roll of 1 or 2.
FOREST		Same as swamp.	Costs 2 movement points to enter.	No effect on movement; defense strength doubled.	No effect.
TOWN		Same as swamp, but no chance of being disabled. Defense strength doubled.	Costs 2 movement points to enter. Defense strength doubled.	No effect on movement; defense strength tripled.	Costs 2 movement points to enter. Defense strength doubled.
STREAM HEXSIDE		Units must stop before crossing; a unit may not cross a stream hexside unless it began the movement phase adjacent to it.		No effect.	No effect.
WATER		Same as road hex.	Cannot enter.	Costs 2 movement points to enter. Cannot attack while in water.	HVY cannot enter. Ogres pay 2 movement points to enter water, and cannot attack. Can only be attacked by HWZ, MHWZ, or Ogre missiles, and only at ½ strength.
RAIL		Rail hexes affect only the train. Trains only travel along rail hexes.			



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